N64 MAGAZINE OFFICIAL! THE UK'S BEST-SELLING INDEPENDENT NINTENDO MAG!

N64 MAGAZINE

RESIDENT EVIL 2
41 SPINE-CHILLING NEW SHOTS!

ALL THESE GAMES REVIEWED!

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The best wrestler yet! P62

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Fantastic first tips! P72

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SHADOW MAN
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PLUS! Latest news and pics on:
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ISSUE 32

DRIVING THEORY TEST PAPER

Pupil Name..... Date.....

You are allowed forty minutes. Answer ALL questions.

1 Whilst braking, you feel your vehicle pull to one side. Should you;

a) ☐ Rotate the tyres
b) ☐ Pump the brake pedal
c) ☐ Go to the nearest garage
d) ☐ Scrape the pedestrians off your wheel

2 In emergency situations, your reactions can be adversely affected by;

a) ☐ The weather
b) ☐ Your speed
c) ☐ Bleeding to death
d) ☐ Road conditions

3 If you are being overtaken, you should;

a) ☐ Slow down to allow the overtaking vehicle to pass
b) ☐ Sound your horn
c) ☐ Wave as the overtaking car passes
d) ☐ Blast him with your Slaughter Mortar

4 The car behind you seems to be too close to be safe. Do you;

a) ☐ Proceed with caution
b) ☐ Increase your speed
c) ☐ Brake suddenly so it crashes into your rear death spikes
d) ☐ Pull over immediately

5 You see this sign ahead. It means;

a) ☐ Increase your speed
b) ☐ Who cares what it means, no-one tells you how to drive
c) ☐ National speed limit applies
d) ☐ No entry

6 You should allow a two second gap;

a) ☐ Between yourself and the vehicle in front
b) ☐ Between yourself and the vehicle behind
c) ☐ For your electro-bastard death ray to recharge
d) ☐ Between starting your engine and moving off

7 A car draws parallel to you in the next lane. You should;

a) ☐ Flash your lights
b) ☐ Ignore it
c) ☐ Ram him off the road, preferably into a fast flowing river
d) ☐ Decrease your speed

8 You are dazzled by the headlights of an oncoming vehicle. Do you;

a) ☐ Flip down the sunshade
b) ☐ Aim for a point directly between them and let him have it with everything you've got
c) ☐ Reduce your speed
d) ☐ Take a hand off the wheel and shield your eyes

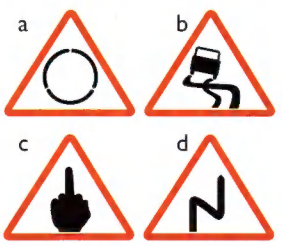
9 People most likely to be involved in an accident are;

a) ☐ 17-25 year olds
b) ☐ The elderly
c) ☐ Anyone dumb enough to mess with you
d) ☐ Anyone who has only recently passed their driving test

10 A driver is involved in a collision with a pedestrian. He should;

a) ☐ Call the Police
b) ☐ Chalk another one up on the door
c) ☐ Call an Ambulance
d) ☐ Drive away as quickly as possible

11 Which sign means no overtaking?



a) ☐
b) ☐
c) ☐
d) ☐

12 Red on a traffic sign indicates;

a) ☐ Something of interest
b) ☐ Something compulsory
c) ☐ Something dangerous
d) ☐ Somebody had a lot of guts

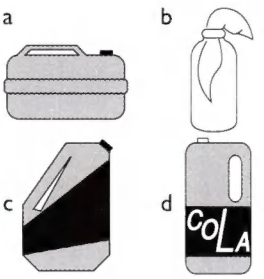
13 You are driving along when you see an ice cream van. You should;

a) ☐ Watch out for children
b) ☐ Stop him and buy one
c) ☐ Wipe him out at all costs - under that bodywork is a nuclear arsenal
d) ☐ Increase your speed

14 For safety, the distance between you and the car in front should be;

a) ☐ There is no distance far enough to be safe from you
b) ☐ A car's length
c) ☐ Approximately six feet
d) ☐ About two car lengths

15 In which of these containers should you carry petrol;



a) ☐
b) ☐
c) ☐
d) ☐

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PUTS THE CAR INTO CARNAGE

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Next issue on sale
Monday 6th Sept
To find out why it's going to be fantastic jump to
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WELCOME TO N64 MAGAZINE

At 140 pages N64 Magazine is Britain's biggest and best-selling Nintendo mag; and here's why

- **Our correspondents in Europe, Japan and America supply us with exclusive first-hand news every month. We don't copy rumours and speculation off the Internet.**
- **N64 Magazine is written by the most experienced Nintendo fans in the business. We know what we're talking about, so we're able to cram every page with useful information and advice.**
- **Because we're independent from Nintendo, we can also review games as soon as they come out in Japan and America, so you know which games are worth looking forward to.**
- **The main focus of N64 Magazine is always the N64 games you can actually buy here in the UK, however. We never pad out the magazine with huge articles about games that only the Japanese can play.**
- **We won't give anything our 'Star Game' award until we've played it right through to the end. That way we can be sure it really is worth buying.**
- **Because we're independent from Nintendo, we can write completely honest reviews. If a game's awful we'll say so.**

Not very scary, am I? But I know a man who is...

Sheesh. What a month. Unbelievably, we've got *four* Star Games, two of which are exclusive first reviews and two of which we've also got tips for *in this very issue*. *Shadowman,* though, is the month's *big* story: a rich, sprawling, beautiful *Zelda*-a-like with an evil glint in its eye and a snazzy line in jeans, it's not perfect, but it comes pretty close. The world's first review starts on page 46.

That's not all, mind. We've also got a new addition to the team. Mark Green, whose name you'll no doubt have already noticed at the end of such masterpieces as *Duke Nukem: Zero Hour* and, er, *Trump World,* has joined our happy band permanently, in order to demonstrate his miraculous gaming knowledge, and sizeable feet, on a day-to-day basis. And, he'd barely been here a couple of seconds before he was jetting off to Japan to see *Resident Evil 2*. Have a look at what he found – and be hideously scared in the process – on page 30's Special Investigation.

Anyway, enough chat. There are too many games to play. Have a great month!

Tim Weaver
Editor

Just look what we've got for you this month!

p62 **WWF ATTITUDE** *Top rasslin' action! Find out why Attitude is sooo good!*

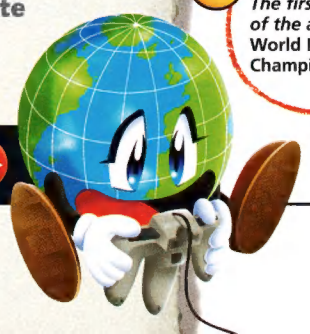
p30 **RESIDENT EVIL 2** *41 all-new shots from Capcom's forthcoming scare-fest!*

p72 **F1 WGP 2** *Read the review of F1 WGP 2, then flick to our guide on page 96!*

p46 **SHADOWMAN** *The world's first review of the staggering Shadowman!*

p56 **WORLD DRIVER** *The first review of the amazing World Driver Championship!*

p66 **QUAKE II** *Quake II rated! Plus, walkthroughs for the first three levels!*



Look out for this little chap on N64's covers every month to know that you're buying the biggest and best Nintendo magazine there is.

Flip to page 138 for a full index of this month's contents! GO! GO!

N64 MAGAZINE THE UK'S BEST-SELLING INDEPENDENT NINTENDO MAG

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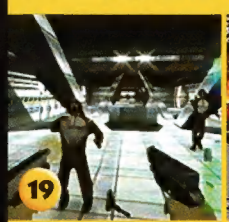

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The sequel to last year's classic.

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First news – and shots! – on this ace-looking new platformer.

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The ultimate reader service.

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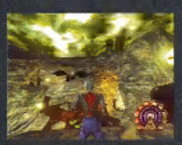
SHADOWMAN



It's the N64's darkest game to date and we've got 10 gruesome pages packed with all you need to know.

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RESIDENT EVIL 2

We rip open Capcom's zombie shocker, rummage around in its guts and tell you all about it.

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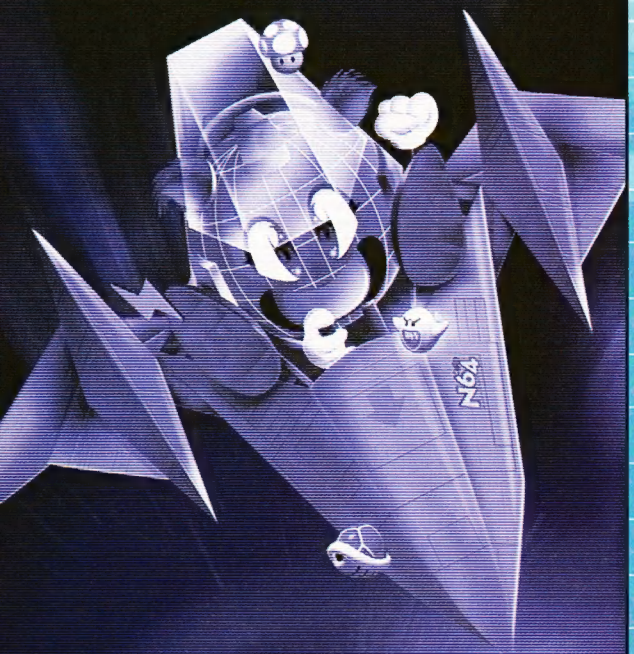


N64 MAGAZINE FUTURE LOOK

Your first look at the *BIG* new N64 games!

this month

JET FORCE GEMINI 6
More shots of Rare's bug-blaster.

SPROCKET 10
First look at Ubi Soft's colourful new platformer.

WANT MORE NEW GAMES?

Check out the Coming Soon section of Planet 64 on page 18!

GO! GO!

This section is incredible – even the blobs of alien blood are reflected in the floor.

Lupus collects a Gemini unit (or health bonus to the rest of us).

Watch where you're shooting – there are bears about.

This lift between levels offers a brief respite from the hectic shooting action.

An enslaved bear toils away in the diamond mines. Tempting... Very tempting...

Larger weapons have a pretty huge blast radius, which is useful for taking out airborne baddies if your aim is a bit dodgy.

The bugs duck and roll behind the crates when you get a lock on them.

After lobbing a few grenades down its throat you can crawl in its mouth.

INFO BURST

JET FORCE GEMINI

FROM:	Rare
CART SIZE:	256Mbit
HOW MANY PLAYERS:	1-4
MEMORY PAK:	Yes
EXPANSION PAK:	No
RUMBLE PAK:	Yes
GB PAK:	No

WHEN'S IT OUT?

Sept | October | TBA

ANTICIPATION RATING

Last month we told you about how the redesign of *Jet Force Gemini*'s two main characters had caused the game's release date to slip. This month everything is back on track, and Rare invited us to their frighteningly well protected new HQ to see the finished article, complete with new 'adult' characters.

Thankfully, the tweaking worked. The characters look far better in their new Battle of the Planets guise than they did as cute little kids, and all the violence seems to make a lot more sense with grown-up characters as the perpetrators. The rest of the game hasn't been altered, but having only played a few sections of it at E3, we were pleasantly surprised to see just how huge the whole thing is.

Sibling rivalry

Jet Force has three characters you can play as, each with differing abilities...

JUNO

The newly butch Juno is likely to be most people's character of choice. He's fast and tough, armed to the teeth, and able to withstand the heat from puddles of molten lava thanks to his nifty asbestos boots.

△ *Remember how young Juno looked last time? This is much better. Armed and very dangerous indeed. Oh yes.*

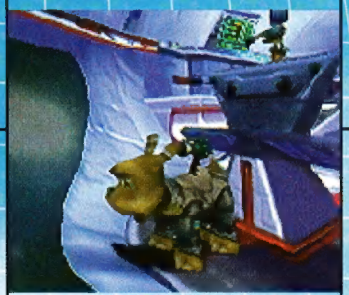
VELA

Vela is Juno's twin sister, and like her brother she's a dab hand at violent bug disposal. Her special ability is swimming, since Juno's body armour means he can't float. Vela also has ace pigtails.

△ *A nice new pair of legs for Vela. No wonder she's dancing for joy there (actually she's about to turn into an ant).*

LUPUS

The twins' faithful canine companion is an odd breed. He can fly for a short time, thanks to his rocket paws, and he transforms into a jet-powered tank/boat hybrid for optimum destructive power.



△ *The hound hasn't been redesigned at all, and remains a rocket-powered, laser-toting super dog o' doom.*

FLOYD

Most of the time he hovers beside you like Navi in Zelda, flashing warning colours, but a second player can control his gun sights in the co-op mode. His true purpose is revealed towards the end.

△ *Where on earth do Rare get their ideas from? Floyd changes colour to warn Vela of imminent danger.*

JET FORCE GEMINI

Better late than never

There are around 10 main worlds, with each one divided into many sub-levels. The three playable characters, Juno, Vela and Lupus the dog, start from different sides of the map, meeting up towards the middle, at which point you'll be able to backtrack and open up new areas in the levels you've already explored by using each character's special ability. There are two bonus racing games to find, along with truly monstrous bosses and some of the best cut scenes on the N64.

The most striking thing about the game is the way it looks and sounds. Special effects like reflective surfaces (mirroring every single object, including bullets and explosions), real-time shadows and weather effects are handled without a hint of slowdown, while simultaneously playing a cinematic music score in Dolby surround sound. If nothing else, *Jet Force Gemini* is a technical masterpiece.

VISUALS ***Reflective surfaces, real-time shadows and weather effects are handled without a hint of slowdown.***

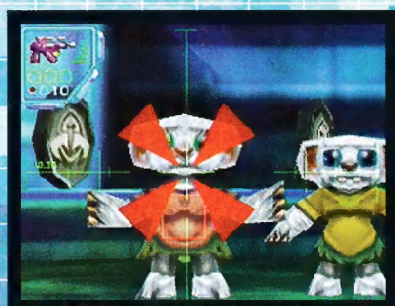
At times, it plays like an old fashioned shoot-'em-up, with waves of flying aliens swarming overhead in *Galaxian* formations. At other times it's more like a 3D adventure – *Banjo-Kazooie* with guns and gore. You have quite intricate control over your character of choice, using a combination of the *GoldenEye* and *Turok* styles. Most of the time you'll run around using the joystick, strafing with Left-C and Right-C, and using Top-C to jump, Bottom-C to duck, and the remaining buttons to change weapons. Hold down R and the game switches into aiming mode – the joystick now moves the gun sight, and the C buttons are used to move. If you're comfortable with switching between control styles, it isn't as difficult as it sounds.

The game seems to allow quite a bit of freedom in choosing your own way to play it. You can rescue all the captured Tribals like you're supposed to (it *is* your mission objective, after all) or you can blow them into pieces and face the consequences at the end of the level. You can even take diversions through alien territory by disguising yourself as a bug – the aliens will give you funny looks, but they won't attack unless you actually open fire on them. With environments ranging from tropical jungles to alien barracks, rocket backpacks, hover bikes, 16 fantastic weapons, and some of the finest graphics we've ever seen, *Jet Force Gemini* is likely to be one of the biggest and best games of the year. We'll know for sure in a couple of months.

GO! GO!

The couldn't care bears

If you're not too bothered about completing the game the legitimate way, or if you just find the idea of dismembering furry animals amusing, you can turn on your cute little bear friends, the Tribals. Lob a grenade at them and they'll run for cover. Sadly their little legs aren't quick enough to speed them out of the way in time, and all that'll remain after the explosion is a thick layer of bear paste on the walls. You can also decapitate them with a shuriken and collect their lifeless bonces for the end-of-level head count, or pick them off with a sniper rifle as they waddle towards you.



△ The picture taken immediately after this was too gruesome to print. The sniper rifle left no identifiable remains.

△ Are you looking at me? Eat justice, you cute little furball! Nyyaaa hah ha ha!!! Mwwwwaaa!!!! Nyaa!! Ha! (Snip – Ed)

△ Erm... Whoops? An unfortunate bear/grenade interface results in six deaths.

Target the little critters with the shuriken and you can take their heads clean off. ▷

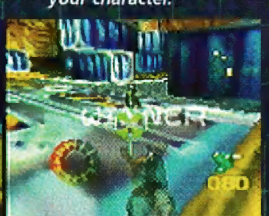
JET FOURS

Jet Force Gemini has multiplayer games in abundance. The four-player battle mode is where you'll spend most of your time, with a set of options and stats on a par with the mighty *GoldenEye*. The battle arenas are great, with trenches to hide in and places to snipe from, and you can play as some of the alien bugs as well as the three main characters (Lupus makes an excellent whining noise whenever he gets shot). Then there's a target shooting game, which is like a more playable version of *Knife Edge*, and the two racing games you win in the one-player mode. The computer keeps a running total of your scores in all competitions, so you can have a lengthy and varied tournament with a few friends. Not bad.

△ The arenas look excellent. No fog!

◁ Pressing R will flip the camera back behind your character.

▷ The automatic target system will be your best weapon in the heat of a deathmatch.



◁ Everyone's a winner in this game. The kill count was the only thing not implemented.

△ Recognise the radar? Maybe one of the cheats you can earn will let you turn it off.

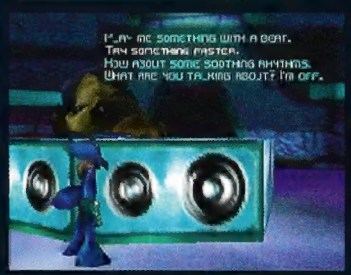
BIG NIGHT OUT

A fine example of Rare's attention to detail is the alien nightclub on the evil Mizar's home planet. As a Jet Force adventurer you'll get mauled to death by the hordes of bugs inside, but by disguising yourself as an ant drone you can walk in unnoticed. Inside, you can request tunes from the DJ, watch the bugs dancing, or pop into the mini arcade at the back to play Jeff & Barry Racing.

▽ Vela steps off the transformation plate with a lovely new body.

△ Disguised as a large blue ant, Vela heads off for a bit of fun at the Big Bug Club. Nice touch.

△ Go on, jump the queue. You'll get a few funny looks, but who cares? You're a girl.



△ You can get the DJ to play something more to your taste. The music is outstanding throughout.

△ Look, but don't shoot. Killing the bugs will start a riot. But then you can shoot the lights out...

△ If you've collected some Mizar tokens you can spend them here.

▷ It's the one and only Jeff & Barry Racing. Otherwise known as Super Sprint.

▷ It's actually pretty good. Much better than most sub-games.

Take no prisoners

The artificial intelligence in *Jet Force* can be startling at times. Rare's programmers based it on the PC game *Half-Life*, and came up with something even more advanced. Every enemy knows the position of every object in the level, and will dive for cover behind walls and crates if you run at them with your guns blazing. They're afraid of fire and explosions, but they'll swarm all over you if you're weakened. Some of them even lose the will to fight, surrendering and begging for mercy. But as you can see from these pics, **N64** is a mercy free zone.

△ You'd think that such intelligent enemies would know not to surrender to us. Boom!

▷ Note the green mess on the far wall. It was once an enemy prisoner.

▷ Hiding behind that barrel will do them no good. One hit from the shotgun is all it takes.

△ He dropped his weapon and begged for his life. We shurikened his head off.

▷ These flying aliens line up in formations and attack in waves. Satisfying to kill.

TO BE CONTINUED... You can expect a massive review of *Jet Force* in **N64**/34.

FIRST SHOTS OF UBI SOFT'S WACKY NEW PLATFORMER!

△ *No, it's not Midway. It's Ubi Soft.*

◁ *Time for some urban renewal.*

◁ *Check out that blue face.*

▽ *Interesting bee / log problem.*

SPROC

△ *Top environments, hmm? Reflective water too. Ahh.*

Sprocket rides the rollercoaster of love. ▷

△ *Nice toga, you lovely fat bloke.*

It's a whole freaky world of weirdness. ▷

INFO BURST

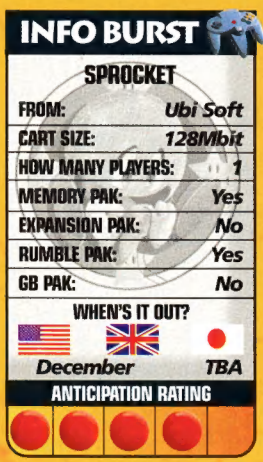
SPROCKET

FROM:	Ubi Soft
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1
MEMORY PAK:	Yes
EXPANSION PAK:	No
RUMBLE PAK:	Yes
GB PAK:	No

WHEN'S IT OUT?

December		TBA

ANTICIPATION RATING



△ *Unicycle stuntage ahoy.*

How do you get past the guards? ▷

◁ *The paintball tank is used to redecorate the levels.*

The Sprocketeer salutes a pinup of the rollercoaster.

Time for a little bonus game thing, always nice.

Looks smaller than the average plasmonium.

KET

monsters of sprock

Just look at him... he's a lovable little rootie!

A Tyrannosaurus Rex lumps large in the background.

Big bad Mole shows off his feet.

Imagine a cross between *Glover*, *Banjo-Kazooie* and *Uniracers* on the SNES. Throw in an ultra-realistic physics engine, add a range of bizarre vehicles, spice the whole thing up with an impressive array of sub-games and you've got a fairly good idea of what Sucker Punch's new platformer, *Sprocket*, is all about.

Sprocket himself is a limbless maintenance droid who, despite having a unicycle wheel where his legs should be, enjoys leaping around in the best 3D platform game tradition. The major difference between *Sprocket* and similar titles is in the way you can interact with the environments. Every object has a mass and every surface has different properties, from bounciness to solidity. This means that you can pick things up, throw them around, and they'll behave exactly as you'd expect them to in real life.

MASTERY ***The major difference between Sprocket and similar titles is the way you can interact with the environments.***

To compensate for his lack of arms, Sprocket has a handy tractor beam mounted on top of his head, which can be used to lift small items or catapult the plucky robot onto high platforms. But there's a lot more to the game than jumping and chucking. There's painting and driving too. Hop in a paintball tank and you can colour the game to your liking, spraying just about everything with your favourite pastel shades. There's a point to it all, thanks to some nifty colour-based puzzles, but messing around in *Sprocket*'s weird world is great fun whether or not you involve yourself with the game's plot.

It's set in an amusement park of the future called (cough) Whoopie World, with seven giant levels filled with all sorts of challenges. But before you even *think* the word *Starshot*, bear in mind that an early version of *Sprocket* wowed audiences at E3, with its mixture of silky graphics and varied gameplay. For example, one level involves finding parts to build a rollercoaster. Nothing revolutionary in that, but once you've collected all the elusive nuts and bolts (which have an endearing habit of burrowing into the nearest soft object to avoid capture), you get a rollercoaster construction kit to play with. Build 'coaster and you then get to ride it, collecting power-ups along the way. Not bad for a sub-game.

And don't forget the vehicles, which add a new dimension to previously explored areas. On air, sea or land, *Sprocket* finds new forms of transport in just about anything that moves. Wacky Racers-style cars, speedboats, trucks, gliders, dolphins... Sprocket will ride them all.

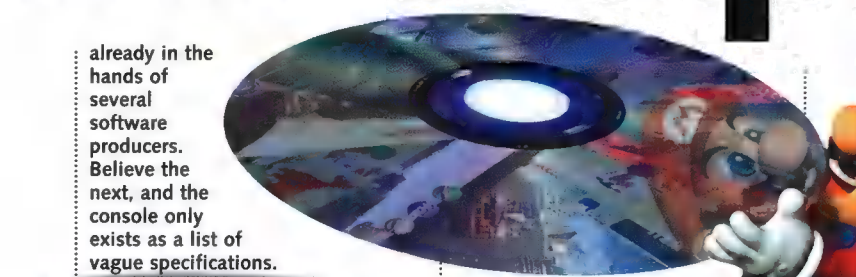
The game is due to hit the shelves this Christmas. Hopefully it won't get trampled by Nintendo's big guns in the way that *Body Harvest* and *Silicon Valley* did last year, because *Sprocket* looks like being the most unusual and original platformer since *Glover*.

TO BE CONTINUED... More news on the lovely *Sprocket* next month. Oh, yes.

The truth about Dolphin

The hottest news on Nintendo's next-gen console.

Truth is a hard commodity to find when you're looking for solid facts about Nintendo's next generation console, tentative details of which were announced in N64/30. If one source is to be believed then development kits are already in the hands of several software producers. Believe the next, and the console only exists as a list of vague specifications.



Nintendo have been keeping typically quiet about the whole thing since stealing Sony's PlayStation 2 thunder at E3. Howard Lincoln declared that the console would be released at the end of next year, and would out-perform and undercut Sony's hardware. Codenamed Dolphin, the system would use Matsushita's DVD technology to enable software houses to produce vast games at a fraction of the cost of a cartridge – you could fit around 256 copies of *Zelda* on one disc, without compression.

A couple of months on, and what do we know for sure? Well it isn't called Dolphin any more. The name has been dropped in favour of "next generation Nintendo console", which obviously won't be the name of the finished article. And in Japan some of the biggest names in software have been involved in secret talks with Nintendo. Namco, Capcom, Konami, Square and Hudson have all been invited to sign development deals, although Namco and, in particular, Square, refuse to commit themselves until they see a proper development kit. Indeed, Namco's long-running feud with Nintendo and Square's loyalty to Sony may mean that there's a chance we'll never see a *Tekken* or *Final Fantasy* game on the new hardware.

But while Japan's big hitters weren't allowed to see the machine in action, Nintendo's own coders, including Rare, have already begun work on next-gen games – a fact which goes a long way towards explaining the current lack of new Miyamoto games on the N64 and Game Boy. Indeed, Shigsy himself is working on the design for the new machine's revolutionary controller, which will no doubt change the face of gaming in the same way the pads for the NES (D-pad), SNES (shoulder buttons) and N64 (analogue stick) did.

As for DVD movie-playing abilities, the next-gen machine *won't* be able to play films. At least not in its basic form. Nintendo intend to remain a games company, first and foremost, and they want their next console to be affordable for the average gamer. Instead, Matsushita will produce a high-quality movie-playing version of the console aimed at people with expensive home cinemas, while Nintendo knock out the basic unit at a projected price of $100 to $200.

▽ *Nintendo's new machine will include this tiny Gekko processor...*

△ *...which is mass produced by IBM. It's tiny but incredibly important.*

SHORT CUTS

20 SECONDS TO COMPLY

With clueless Americans still helping to make *Superman* a huge money-spinner, Titus have bought the rights to Robocop. Expect the bionic law-enforcer to strut around on the N64, Color Game Boy and Dolphin, in a series of games due for release well into the year 2000. "We believe Titus is the ideal software provider to take Robocop into the 21st Century," said a spokesman for MGM. Has he *seen Superman*?

HELLO GOODBYE

It seems we confused a few of you with 'What If..?', our back-page spoof game feature (which has now made way for the spanking new 'Wish You Were Here'). Shopkeepers have reported customers vainly searching for a copy of 'Beatles Adventure Racing', the Fab Four-based version of *Beetle Adventure Racing...* which we completely made up in N64/30. Still, if there's that much interest in a racing game starring John, Paul, George and Ringo, perhaps EA should get to work.

SMASH BROS FIGHTS BACK!

It seems that our "We Want *Smash Bros*" campaign has been a success – thanks to you, of course. *Smash Bros* (N64/26, 90%) is finally going to get a PAL release. There's only one snag, though: we're going to have to wait until December. But at least UK N64 owners will finally get a chance to own Nintendo's superb beat-'em-up, and see Link smack Pikachu around the lofty roof of Hyrule Castle. Top news, isn't it?

DEAD CERTS

So who's going to be developing for the next-gen Nintendo machine? Amazingly enough, Namco and Square are the *only* dissenting voices in Japan, with absolutely every other major games company, bar Sega and SCE, committing themselves. And we reckon Namco are pretty certain to return to the fold if and when Nintendo offer them a favourable deal. So which games will we all be playing in a few years' time? Let's take a peek into the crystal ball...

NINTENDO

- **Super Mario**

Shigsy's sequel to *Super Mario 64* now looks almost certain to appear on the next console, complete with two-player mode.

- **Metroid**

As reported in N64/28, a new *Metroid* game, based on the *Zelda* engine, is already in development – quite possibly for the next machine.

RARE

- **Mickey Mouse**

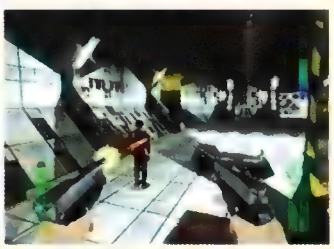
Yes, that's right. Mickey will be singing and dancing in a series of 128-bit games from the makers of *Banjo-Kazooie*.

- **Killer Instinct 3**

A proper 3D version, originally intended for the arcade. Might well appear on both N64 and next-gen.

- **Perfect Dark**

You can bet your house on it. If *Perfect Dark* gets the expected ecstatic reception this winter, a sequel is a sure thing.



FACTOR 5

- **Turrican**

The excellent Amiga platform shoot-'em-up, *Turrican*, was scheduled to be released on the N64 ages ago as the fabled *Thornado*. Hardware constraints meant the project was canned, but it's already up and running on a next-gen development kit, and is likely to be one of the launch titles for the new machine.

ACCLAIM

- **Shadowman**

Whether it's *Shadowman* 2 or 3 is uncertain, but Mike LeRoi will be joining the party along with a netplay version of *Turok*, and a whole lot of rasslin'.

CAPCOM

- **Street Fighter 3**

The game that's way too big to squeeze into a cartridge could fit 20 times over on a single DVD. Capcom will see it as a priority.

LEFTFIELD

- **Sports sims**

Part-owned by Nintendo, the people behind *NBA Courtside* and *Excitebike 64* will be producing sports games to launch the next-gen machine outside of Japan.

RETRO STUDIOS

- **Launch games**

An unknown quantity, comprised of former members of several development houses, including Acclaim. They're working on N64 titles as well as next-gen launch games.

N64 Diary

All those important dates for the coming month, right here for you.

WIL'S BIRTHDAY
22nd August
Yup, N64's very own games guru, arty fellow and hair monster is older than the hills – again – today.

SHADOWMAN
1st September
The very lovely *Shadowman* is released. Read all about it on page 46.

DESIGN A GB COMPO
16th August
The closing date for creating your own nifty Game Boy designs.

REMEMBER THE ADDRESS!
N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW

The Future's mad

madasafish

Or maybe it's just us. Madasafish, the funky new free internet service provider will actually give you £10. All you have to do is register and use us as your ISP and as soon as you have been on-line via our dial-in service for 24 hours then and hey presto bob's yer uncle fanny's yer aunt, you've landed ten quid. This is not a fanciful, optimisticboffin type prediction for the future, this is now. Give us a call and see for yourself just how mad we are.

www.madasafish.com

For your free cd call

0800 0273 373

Cisco

CRUIS'N 3

Shoot us now. Despite *Cruis'n USA* and *Cruis'n World* taking the words 'pitifully inept' to astonishing new levels (they got 24% in **N64**/13 and 38% in **N64**/20 respectively), Midway have decided to give it another go. The appallingly-named *Cruis'n Exotica* will be the third in the dreadful racing series, and it's likely Nintendo will snap up the European publishing rights again. Judging by the prequels, we suggest you 'steer' well clear.

GOODBYE KONAMI

Hankies at the ready – Konami have told a Japanese magazine that they're abandoning the N64 to concentrate on next generation consoles. Although all titles currently in development will be finished, there'll be no more new N64 games from the people who gave us *Castlevania*, *Mystical Ninja* and *ISS '98*. Still, *ISS Millennium* is nearly finished and we're pretty certain Konami will be working with Project Dolphin.

There are more **SHORT CUTS** on page 16

WIN!! SHADOWMAN GOODIES

Fancy re-decorating your bedroom?

You may well have noticed that, over on page 46, we have the world exclusive review of a little game called *Shadowman*. And if – astoundingly – you haven't heard of it, we suggest you scoot along and see why exactly it's one of 1999's biggest and best games. And then come back here, as Acclaim are giving you the chance to win some top-hole *Shadowman* freebies.

Back, then? Good. On June 1st, we were invited down to London by Acclaim to see the filming of an exclusive *Shadowman* video. Starring Guy Miller (*Shadowman*'s Creative Director, who you may remember as the writer of our *Shadowman* Diaries) and Darren Falcus (MD of Acclaim Studios Teesside), it's an hour's worth of superb *Shadowman* footage and exclusive tips from the mouths of the game's creators.

And what have we got to give away? Well, we've got the backdrop to the video – a huge board festooned with dark and gruesome *Shadowman* imagery and signed by the makers of the game – and even some of the characters in it... perfect for a bedroom wall, or as decoration for the crypt. And not only that, the winner will also get a copy of the video *and* a copy of the game, and nine runners up will get the video, a poster and an Acclaim goodie bag. Good, no?

Fed up of that dull Magnolia paint? This could be the answer.

The N64 MAGAZINE Quiz

WIN!! £50!!

Roll on up for fifty quid's worth of questions...

Getting fifty smackers for nothing is, generally, not an easy job. Unless you're a successful bank robber, own a house made of gold, or are just plain rich.

But! Here at **N64** you can, quite literally, get fifty quid for nowt. Well, the cost of a stamp, anyway. And all you have to do is answer the following questions correctly, and be first out of the hat...

1	*In which game would you find Milton Pike?*
2	*What is a 'vurp'?*
3	*The Stallion. What is it?*
4	*This month, who said "A truly sickening squelching noise as chunks hit the floor"?*
5	*What is the funniest mini-game ever?*
6	*Which game was partly developed by Paradigm, this issue?*
7	*Where would you find Leon S. Kennedy?*
8	*Tim Weaver. Rude or just crude?*
9	*Who wet himself?*
10	*"Terrible raaaawwwk soundtrack." Which game?*

HOW TO ENTER

Couldn't be easier, dear readers. In fact, it's simpler than Tim! (silence)

Good Golly Quiz Folly: Sept-ic Tank,
N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW.

1. The closing date is September the 16th.
2. Employees of Future Publishing will be beaten with sledgehammers if they enter.
3. The winning entry will be the one that wins.
4. Fifty pounds, that's the prize, yes it is, yup.
5. Having just returned from the memory palace where he read over his interviews with Margot, he knew it to be so.

Last month's winner was:
Darren Jennings, Derby

The N64 Quiz *My answers are as follows:*

1. _____ 6. _____
2. _____ 7. _____
3. _____ 8. _____
4. _____ 9. _____
5. _____ 10. _____

Good, no? Oh, and you'll probably be wanting this too...

Name _____ *Address* _____

_____

_____ *Postcode* _____ N64/32

NEW GOODS

In association with Gear 4 Games Merchandising Company. Call them on: 0131 668 3657

RESIDENT EVIL 2 TOYS

Gear for Games • £9.99 each or £27.99 for 3 sets • 0131 6683657

These are excellent – four very high quality sets of sculpted figures, with plenty of accessories and bits. The zombies come with detachable limbs (including visible bone ends) and the humans have guns and undead disposal gear. We were particularly impressed with the leather trenchcoat on one of the characters, but the pick of the bunch has to be the giant mutant thing with the eyeball growing out of its shoulder. There's a little lever on the back so you can make the eye follow people around the room.

90%

TALKING DORAEMON

Japan Centre Bookshop, Piccadilly • £14.80

This is perhaps the single coolest thing in the history of tat. It's just so versatile. Cover his right eye, and he looks happy. Cover his left eye to make him look slightly annoyed. Leave both uncovered to make him look like he's lost a contact lens. Best of all, if you sit him on your palm he'll speak one of two wise phrases, or he'll start crying. We've no idea what he's going on about (the only word we can make out is 'Doraemon') but it sounds like he means it. He's covered in soft, fuzzy fur, he has a jingling cat bell on his collar, and he rules.

92%

PRINTING POCKET MONSTERS

Japan Centre Bookshop, Piccadilly • £3

Absolutely brilliant. A trio of monsters standing on pokeballs would be a pretty cool thing to have just as an ornament, but these actually have a use – the balls split open to reveal tiny little printing wheels, complete with ink pads. Roll your chosen creature along a piece of paper or a sleeping friend's forehead, and they leave a trail of prints about the size of a little fingernail. Each monster has three different poses. Jigglypuff sings, Chansey runs, and Squirtle ducks inside its shell. You also get a smart presentation case.

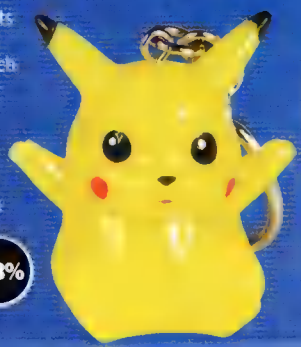
88%

ELECTRIC PIKACHU KEYRING

Japan Centre Bookshop, Piccadilly • £2.90

By day, it's an ordinary keyring. By night, a wild and spectacular display of the true power of Pikachu. Well maybe it's not all that spectacular, but it's fun. A little dial on Pika's undercarriage activates a bright flashing red light inside his hollow skull. With the thing switched on, Pika gives out a steady burst of eight flashes every time you move. It's bright enough to shine through a trouser pocket in a dark room, making it an interesting way to break the ice at parties.

80%

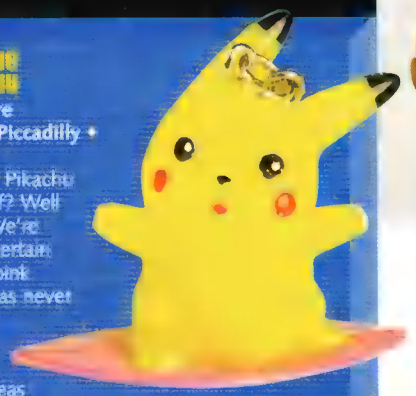


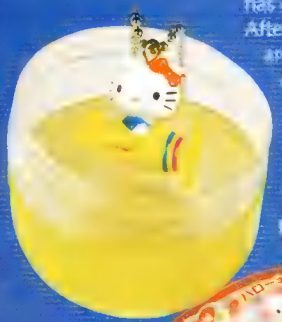
SURFING PIKACHU

Japan Centre Bookshop, Piccadilly • £2.80

Why would Pikachu want to surf? Well why not? We're absolutely certain that Pika's pink surfboard has never skimmed over the sewage-encrusted seas of Britain, slicing through rubbish in the manner that N64's very own surf dude Paul does. For the sake of his clean yellow fur, Pika only ever surfs the pure waters of Pokémon Island. Shockingly though, this model doesn't float. Stick it in the bath and it sinks straight to the bottom, thanks to its heavy plastic construction.

79%





FLYING HELLO KITTY

Japan Centre Bookshop, Piccadilly • £1.50

In Japan you can get these from vending machines, where you never know which of the series of four poses you're going to get. Over here, you can choose your favourite feline. We went for Hello Kitty the intrepid aviator, exploring altitudes that no cat has explored before. After whizzing it around in the air for a while, we became heartily sick of its vacant expression. Cats do not enjoy flying.

55%

WIN! RESIDENT EVIL 2 FIGURES

We've got four of these great *Resident Evil 2* figures to give away, courtesy of Gear for Games. All you've got to do to get your hands on them is answer this simple question:

Who would win in a fight – Pikachu or a Resident Evil 2 zombie?

Scribble your answer on the back of a postcard and send it to: **Pikachu's Fearless Zombie Killer Competition, N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW**
To reach us no later than the 6th of September.

As ever, the first entry out of the hat wins.

GO! GO!

PRETEND POKEMON

Nintendo are cracking down on the growing number of illegal Pokémon products making their way into America, by training customs officials and shop staff to recognise dodgy Pocket Monsters goods before they hit the shelves. The folk at US Customs have already confiscated and burnt a $250,000 haul of fake cuddly toys, keyrings, clocks and figurines. So if you've bought one of those suspect Pikachu dolls on import, expect Mr Nintendo to be knocking on your door, giant truncheon in hand.

TOO GOOD TO BE NABOO!

Now *this* is nothing short of genius. On Friday 16th July, Nintendo and LucasArts released a code for *Rogue Squadron* that allows to fly the – get this – Naboo Starfighter from The Phantom Menace (the one which Anakin flies at the film's climax) in all levels that don't require the Snowspeeder. At the Passcodes screen, enter HALIFAX?, press Enter Code, then enter !YNGWIE! and press Enter Code. In the hangar, you should see the yellow-and-chrome beauty just waiting for you. It's fast, and manouevrable, and comes with Seeker Missiles. Heaven knows how developers Factor 5 kept this little treat a secret...

RETROWORLD

Jason Moore ponders the future value of your *Zelda* cart...

The games industry is now huge and the older it gets, the more significant its roots will become. In a few years time you'll wish you'd kept hold of that SNES game or limited edition Game Boy title: they'll remind you of hours of fun and also be worth more than the latest next generation console games.

I get most excited about stuff from the early eighties, but there are plenty more recent gems. When Nintendo released *Zelda* they sent a storm through the collecting community. The first Japanese Famicom version came on disk, and is worth around £50, while the later Japanese only cartridge version is now worth nearer to £100. The original NES classic, complete with shiny gold cartridge, has shot up from around £10 in value to £30, and its NES sequel will fetch almost as much as the N64 version!

Nintendo covered a resurgence of interest in the Game Boy version with the new DX release, and a re-issue of the original. Nintendo Game & Watch machines are easily the most over-valued and collectable of them all. The original *Zelda* G&W was released in 1998 and is currently trading at £25-30 with boxed examples fetching up to £40.

These items are only a few years old; in five years time, when we're all drooling over *Zelda* 128 (or whatever it turns out to be), they'll be worth considerably more. Bear that in mind before consigning old classics to the waste paper bin.

Jason Moore's Retrogames shop is now open at:
47 Church Road, Hendon, London, NW4 4EB Tel: 0161 203 8868

Let us take you by the hand and lead you through the streets of SNES-dom.

PILOTWINGS

Nintendo • 1991

If you own a Nintendo console, you expect to be treated to some of gaming's most unique experiences, and the original *Pilotwings* was no exception. Bursting at the seams with genre-busting originality, it tended to be shoe-horned into the category of 'flight sim'. But although it was based around floating around in the clouds, *Pilotwings* was infinitely more enjoyable than your average WWII biplane simulation.

Four vehicles to pilot – rocket pack, biplane, hang-glider and parachute – meant four different control styles, each as finger-twistingly tricky as the last. Utilising the SNES' fancy Mode 7 effects (which allowed the twisting and turning of two-dimensional shapes to create 3D landscapes), the craft were plonked into worlds of rolling green fields and vast lakes, creating a breathtaking sense of freedom.

It's a tribute to *Pilotwings* that while the N64 version gave the graphics a spangly proper-3D update, it left the mission styles largely intact. Back in the days when games were obsessed with platforms and horizontal scrolling, *Pilotwings* offered the experience of soaring through rings, bouncing on trampolines and sky-diving at frightening speeds in the vain hope of landing on a giant red-and-white bull's-eye. Meanwhile, the deliberately fiddly controls gave the whole game a satisfyingly challenging air.

Great though *Pilotwings* was, we do prefer the N64 version, if only because there's so much more to do and see. But the original still manages to impress, and it's an example of the marvels that could be achieved with the SNES' relatively limited hardware.

YOSHI'S ISLAND

Nintendo • 1995

Appearing late in the SNES' life, *Yoshi's Island* was a semi-sequel to the superb *Super Mario World*, and a reminder of why *no-one* can touch the great Mr Miyamoto when it comes to platform games.

One glance at the two-foot high, nappy-wearing Mario in *Yoshi's Island* was enough to confirm that the game was set *before Super Mario World*. Yoshi travelled through each side-scrolling level with baby Mario clinging to his back – a feature that was abandoned for the N64 update. Colliding with an enemy meant being subjected to the kid's unbearable wailing as he floated off in a bubble, and losing a life if he wasn't rescued.

Despite possessing all the usual rotating platforms, coin-blocks and giant bosses, the levels avoided repetitiveness by throwing up a new and exciting set-piece at every turn. Where other tedious game heroes merely ran around and jumped up and down, Yoshi could chuck eggs to activate switches and open doors, magically transform into trains and helicopters for bonus-collecting, and get 'drunk', causing the screen to fluctuate dizzily.

The vibrant pastel-style backgrounds were a revelation, and Nintendo enlisted the help of the Super-FX chip to conjure up some eye-goggling visual magic. The sudden, nerve-wracking appearance of giant Chomps eating into the scenery wouldn't have been possible without it.

Much like *Yoshi's Story*, the game was disappointingly short, but the real fun came from

tracking down each level's carefully-placed nooks and crannies. It's well worth hunting down a copy, to see exactly where all the ideas in Yoshi's Story originated – and to find out just how irritating Mario was before he grew sideburns.

Mark Green

TAMARA WANTS TO HATE HERSELF FOR LOVING HIM. All Keith wants is a spanking gorgeous Pot Noodle
Pot Noodle
Snack
CHICKEN & MUS
Pot Noodle
Snack
"POT" AND "POT NOODLE" ARE REGISTERED TRADE
NAEHRMITTEL AG

PLANET 64 COMING SOON

Updating you on the N64 games of the future

QUICK JUMP TO ▶ WORMS p22 CARMAGEDDON 64 p23 HERCULES p24 EAR TO THE GROUND p26

NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS NEW PIC

Q & A

It's a strange mix of 2D and 3D, then?
Yep. 2D characters in 3D worlds. Looks absolutely lovely, though.

What's the game about?
Well, it's a lot like the original in feel, and has the same sort of simplified turn-based scrapping (where different attacks are assigned to different buttons). There's also going to be a similar mix of well-known Mario worlds, and happenings tied into them. For example, remember the first game's minecart ride? Well, in this one Mario drives a steam train! He also comes equipped with a whacking great hammer, which he uses to smash open ? boxes.

INFO BURST

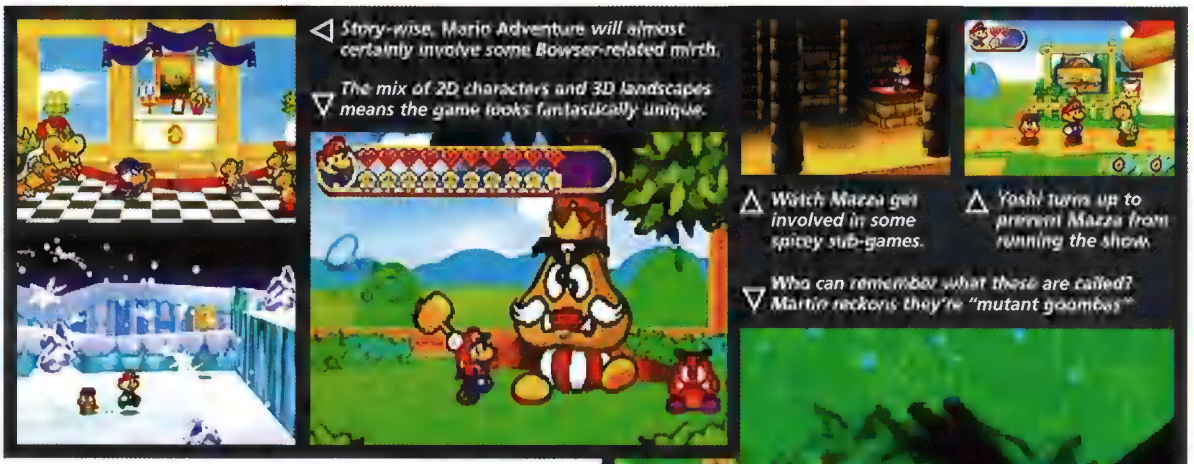
SUPER MARIO ADVENTURE

FROM:	Nintendo
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1
MEMORY PAK:	No
EXPANSION PAK:	No
RUMBLE PAK:	Yes
GB PAK:	No

WHEN'S IT OUT?

TBA — Sept

ANTICIPATION RATING



◁ *Story-wise, Mario Adventure will almost certainly involve some Bowser-related mirth.*

▽ *The mix of 2D characters and 3D landscapes means the game looks fantastically unique.*

△ *Watch Mazza get involved in some spicey sub-games.*

△ *Yoshi turns up to prevent Mazza from running the show.*

▽ *Who can remember what these are called? Martin reckons they're "mutant goombas"*

Super Mario Adventure

Time to welcome back an old friend...

Originally slated for a 64DD release (remember, the much-maligned add-on is now out in September), *Super Mario RPG 2* – recently retitled *Super Mario Adventure* – is now shaping up for release in new super-streamlined cart form. And, believe it or not, it could be out as soon as September time.

But, then, if it *was* coming out in, well, barely a month really, you can't help but think that we might have seen just a little more of the game. Because apart from these pics – obtained via a super-secret network of **N64** spies – all that's been revealed is a measly 30 seconds of video at May's E3. Which rather leads us to suspect that *Super Mario Adventure won't* be out in a month's time, but later in the year, or maybe even early 2000.

The truth is though, with Nintendo at the helm it's anybody's guess. And, what we *really* want to know is when the UK will see a version of the game. As you might recall, when the original *Super Mario RPG* appeared on the SNES, it never made it out over here, despite some feverish campaigning by Blighty's gamesplayers. So, this time round, we've just *got* to have our own PALed-up version.

We'll be keeping our eyes peeled over the next few months.

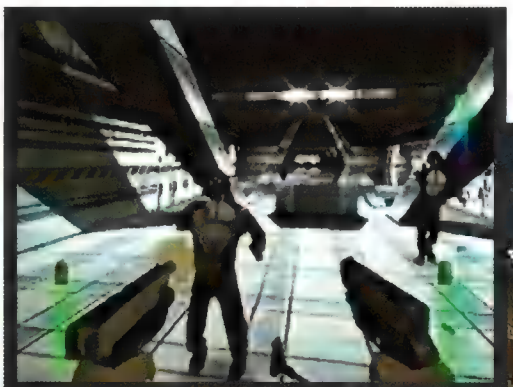
Perfect Dark

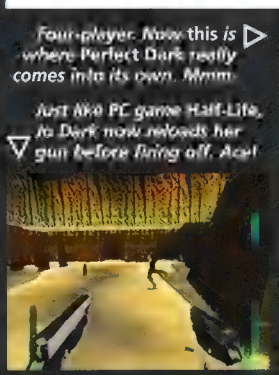
New shots of the world's most anticipated game – only in N64!

True, we've done plenty on *Perfect Dark* over the last few months. But, then, it's topped your Most Wanted lists for the past *two years*, so when more new shots are sent our way – and remember, you'll only see these in N64 – it's fantastically exciting all round.

With stealth to make *Metal Gear Solid* run, weapons to leave *Turok 2* blubbing in the corner, environments that put pay to *anything* on the PC (including even the remarkable *Half-Life*), and, of course, the genius of the Game Boy Camera tie-in, *Perfect Dark* will be the consummate demonstration of a developer at the height of their powers using a machine capable of almost *anything*. Hype? Maybe. *Undeserving* hype? Oh, no. Just you wait and see.

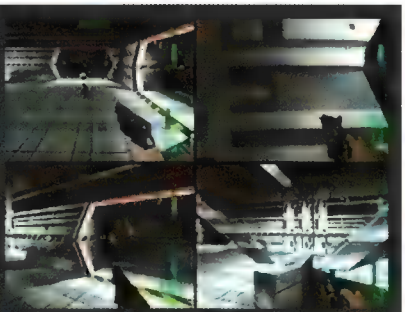
▽ Can Perfect Dark possible get any more exciting? You bet it can!





▽ Just like PC game Half-Life, Jo Dark now reloads her gun before firing off. Ace!

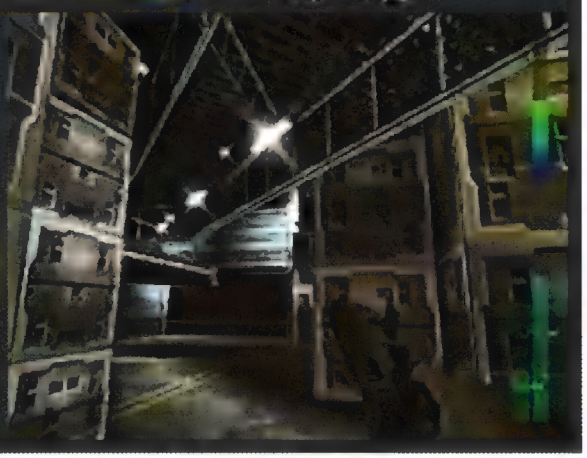
▷ Four-player. Now this is where Perfect Dark really comes into its own. Mmm.



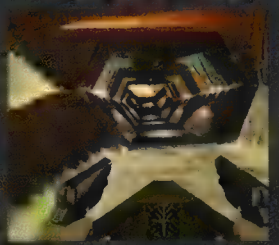
▽ Shooting on the side. Beautiful. Especially with this super-nasty gun.

△ Poo-yowm! This is likely to be the last time you see those old GoldenEye animations.

◁ The pleasing alien gun piles another load of nail-like bullets into your foes.



▽ See the way the hoverbike sways from left to right? The analogue control is marvellous.

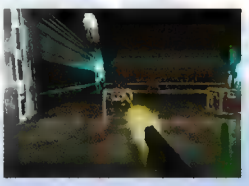


△ The hoverbike. Fantastic for mowing down unsuspecting bystanders.

Q & A

So have Rare decided to *definitely* use the expansion pak yet?
Nope. They're still in the process of testing. Interestingly, they're not really that fussed about what it can do to the visuals, instead, they're looking at what sort of support it can provide in other areas.

Like what?
Almost anything, really. Smoothing out frame rates, more enemies on screen, or even bigger (maybe more) levels. There's already 4Mb of RAM in your N64 – and the expansion pak provides an extra 4Mb. So, presumably, Rare could be looking at adding an extra couple of environments, or more multiplayer arenas. They'll



certainly want Perfect Dark's single-player missions to last longer than GoldenEye's – and they lasted an absolute age.

Sounds exciting.
Certainly does. As does the news that several "well known American celebrities" have asked to have their faces mapped onto enemies.

Yeah? Who?
Rare wouldn't say when quizzed. Still, we'll be able to see just how well known they are when the game appears.

INFO BURST

PERFECT DARK

FROM:	Rare
CART SIZE:	256Mbit
HOW MANY PLAYERS:	1-4
MEMORY PAK:	No
EXPANSION PAK:	TBA
RUMBLE PAK:	Yes
GB PAK:	Yes

WHEN'S IT OUT?

December	TBA

ANTICIPATION RATING

GO! GO!

Q & A

Most important: how many wrestlers?

"Lots", according to T•HQ, which obviously means they haven't decided yet. But, rest assured, the final number is easily going to compete with WCW/NWO Revenge*'s 80 odd. Developers Asmik are keen to better Acclaim's* Attitude *in every way they can, so you can bet they will significantly up the grappler count to somewhere well above* Attitude*'s 40 or so.*

Will there be pay-per-views and stuff?

Oooooh, yes. Again, T•HQ are loathe to comment, but with Attitude *featuring caged events, plus pay-per-views, it's more than likely* Wrestlemania *will too. There'll also be an improved tag team feature, with faster play and more moves.*

And more moves in the main game?

Oh, almost certainly. Revenge *had a staggering number of moves per wrestler. It'll be structured similarly, as well, with around ten default moves for each grappler and then a host of unique, character-specific turns.*

Any chance of a decent Create-a-Wrestler?

Yep. T•HQ will be doing a create-a-player mode, though chances are it won't be quite up to the hilarity of Attitude's stupendously fine version.

INFO BURST

WWF WRESTLEMANIA 2000

FROM:	T•HQ
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
MEMORY PAK:	Yes
EXPANSION PAK:	No
RUMBLE PAK:	Yes
GB PAK:	No

WHEN'S IT OUT?

November	TBA

ANTICIPATION RATING

Not quite as much detail as Attitude, but tonnes more moves.
The Undertaker deals out some pain. Oooh.
Grappling. Never been seen before in a WWF game.
The wrestler entrances are pretty impressive.
Woah, woah, woooah! Off the ropes!
SPECIAL!
02:07
DANGER
01:19
05:30

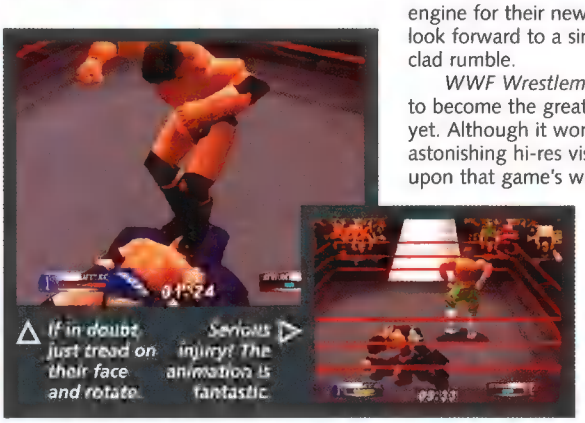
WWF Wrestlemania 2000

The team behind the WCW games have switched allegiance...

The *WCW* games are generally believed to be the best examples of rasslin' on any format and we have to admit, since we reviewed *WCW/NWO Revenge* back in N64/22, T•HQ's leotard-filled punch-up has definitely grown on us.

Thanks to the cash-laden presence of *FIFA* stalwarts EA, though, T•HQ have had to relinquish their grip on the WCW licence and instead take up the reigns on the WWF games, shunting previous tenants, Acclaim, towards the lesser known Extreme Wrestling Organisation in the process. Fortunately, despite switching rasslin' companies, T•HQ are using the same developers, Asmik, and an advanced version of the *WCW* engine for their new game, so fans can look forward to a similarly deep spandex-clad rumble.

WWF Wrestlemania 2000, then, is set to become the greatest wrestling game yet. Although it won't boast *Attitude*'s astonishing hi-res visuals, it will improve upon that game's wrestler entrances (rumour has it that some of *Wrestlemania*'s entrances run to *a couple of minutes*). It'll also feature stacks more hidden weapons, television-style replays (which kick in when you produce a particularly tasty spine-snapping move), newly updated stats for that *Premier Manager*-like approach, and an improved all-round ringside sheen.



So, just how good will *Wrestlemania* be, and exactly who *is* its competition? Well, it's likely to be very, *very* good but its competition is actually *also* looking pretty nifty. This Christmas' *WCW Mayhem* from EA, as well as featuring a plethora of 'original' features, apparently comes complete with a system that allows you to name a wrestler and then listen to the commentator repeat it. Which should lead to some highly amusing naming incidents. Mmm.

Look out for more on *WWF Wrestlemania* soon...

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Levels: 21
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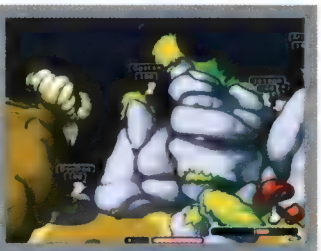
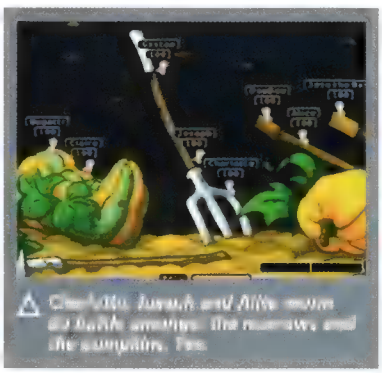
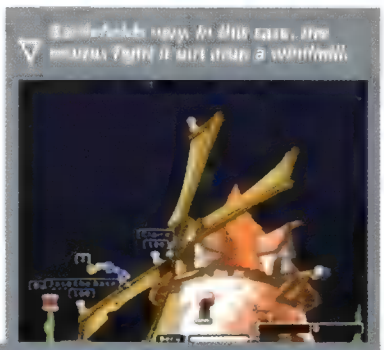
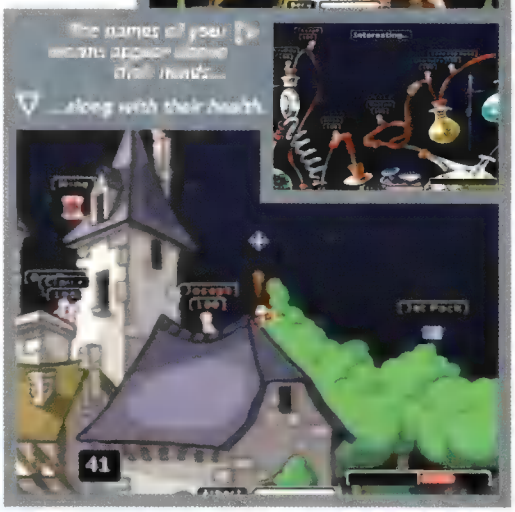


Worms Armageddon

Put annelid on it (sigh).







Q & A

Isn't *Worms* a bit old and a bit, well, rubbish?
Well, some people hate it, yes, but it's just one of those games that tends to polarise opinion. We think you'll find Worms Armageddon to be a jolly good laugh, even if it is basically the same game that Worms always was, with tarted-up graphics and some new additions.

So what's so good about it, then?
The multiplayer's ace, with a variety of absolutely bizarre weapons. Such as the Mad Cow, which bounces around and explodes, the Granny, who dodders around and explodes, and the Mole, which burrows towards the enemy and, um, explodes.

Can see a trend developing there.
Er, yes.

Anything else?
You can name all your worms individually, which is great fun. Martin already has a team of serial killers lined up, including such luminaries as Ed Gein and Ted Bundy. Which is, y'know, nice. And tasteful.

INFO BURST

WORMS ARMAGEDDON

FROM:	Infogrames
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1/2
MEMORY PAK:	No
EXPANSION PAK:	No
RUMBLE PAK:	Yes
GB PAK:	No

WHEN'S IT OUT?

November	TBA

ANTICIPATION RATING

Although the original *Worms* was only released in 1994, it seems like *ages* ago. Whilst the game may not have appeared on any Nintendo console – past or present – Amiga, PlayStation and other game machine owners remember it with fondness. In all probability, you know about the game yourself, such was its popularity.

The concept was simple: control a team of worms, equipped with all sorts of weaponry, and battle another. Basic? Yup, but, in the two player game especially, *Worms* was great fun.

And now, along comes *Worms Armageddon*, the latest incarnation of the series. Released to warm reviews on the PC last year, Infogrames have finally got their act together and decided to bring *Worms* to the N64. The result is a game bigger, and better, than anything *Worms* fans have seen before, and an unusual and entertaining experience for the rest of us.

Worms Armageddon looks like being most memorable for its multiplayer. Both teams of worms are scattered randomly over the battlefield and the aim of the game is simply to kill your opponent's worms before they kill you. The game only caters for two players, and you have to wait around while your opponent takes his go, but being able to order napalm air strikes, or hurl flaming french sheep, is going to make for lots of fun.

It's simple, frantic, and very, very silly. We can't wait. More news as soon as we get it.

Destruction Derby 64

Car-smashing fun skids onto your N64!

Psygnosis, after finally bringing the ace *Wipeout* to the N64, are now teaming up with T•HQ for a port of another PlayStation hit: *Destruction Derby 64*.

Being developed by Looking Glass, the game basically requires you to race other cars and bash them to smithereens in the process. The main selling point is real-time damage; every part of your car can crumple, and break, affecting different parts of your handling.

The best news, though, is that there'll be a four-player game, which will include such intriguing modes as 'Hot Potato' – where you have to pass a bomb to another car, via crashing into it, before it explodes – and the more usual Capture the Flag game.

Currently, the cars are looking a little boxy, but as long as the game's smooth, and fast and – of course – fun, we could well be in for a bumper-breaking treat.

Car crashing! The car physics are amazingly realistic. Watch as they burst!

Explosions aplenty in the thunderdance of carnage.

Could this be the first successful four-player driving game?

INFO BURST

DESTRUCTION DERBY 64

FROM:	T•HQ
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
MEMORY PAK:	Yes
EXPANSION PAK:	No
RUMBLE PAK:	Yes
GB PAK:	No

WHEN'S IT OUT?

November	TBA

ANTICIPATION RATING

Q & A

Soooo then. This'll be the same *Destruction Derby* that's been kicking around on the PlayStation for a few years?

Well, yes and no. There'll be some new, N64 specific courses, but for the most part, yes, this will be a straight port.

Can you give us any more details?

Well, there are 12 cars to ruin initially, and more are opened up the further you get through the game. The exact number of tracks has yet to be confirmed, but expect to see at least as many as the PlayStation versions.

Hercules
The Legendary Journeys

Castlevania *for immortals.*

Following the hilarious *Superman*, Titus's next venture into the world of the superhero will be a 3D action game based on the low rent TV series *Hercules: The Legendary Journeys*.

Starring everybody's favourite mythical beefcake, Hercules is a *Castlevania*-ish platform/fighting game set in ancient Greece. Things have gone horribly wrong for the all-powerful Zeus, who finds himself kidnapped by the god of war. This comes as something of an embarrassment to the management at Mt Olympus, since Zeus is supposed to be the ultimate boss of all the Greek gods, and, therefore, everything.

So the responsibility for saving a few immortal blushes rests on the broad shoulders of Zeus's half-human son, Hercules. The Hercmeister takes sole responsibility for the covert rescue operation and sets off to find his old man, kicking copious amounts of ancient bottom along the way. Which means multiple levels of swashbuckling action, characters to talk to, and lots of things to beat up. More soon.

INFO BURST

HERCULES

FROM:	Titus
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1/2
MEMORY PAK:	Yes
EXPANSION PAK:	No
RUMBLE PAK:	Yes
GB PAK:	No

WHEN'S IT OUT?

Autumn/Winter	No

ANTICIPATION RATING

Who's behind this one?

A development team called Player 1, creators of the okay Robotron 64 *and the 'stunningly dull'* Milo's Astro Lanes.

Isn't this supposed to tie in with *Xena: Warrior Princess*?

There was going to be some kind of link-up between the two titles, allowing you to swap characters between either game using a controller pak, but it seems unlikely now that Xena is confirmed as a straight beat-'em-up.

How does one address the son of Zeus?

Herc, Hercsy, Herco, Hercman, the Hercster, Herc Hogan.

GO! GO!

Q & A

Wasn't there quite an uproar about the PC *Carmageddon*?
Yup. And primarily because you were encouraged to run down old grannies for points. You can see why some people weren't best pleased.

But we'll be getting zombies?
Oh yes. And the Germans – who are quite strict on videogame violence – are getting dinosaurs. If you remember, they also got robots instead of humans in the original Turok.

Oh well. As long as the game plays alright, eh?
That's the main thing, my inquisitive friend.

Carmageddon 64

SCi's zombie-mashing car game draws ever closer.

We're hoping to bring you the review of *Carmageddon* next month, but until then, have a gander at these new screenshots. Just to whet your appetite, like.

As you may well know by now, *Carmageddon* caused quite a stir when it arrived on the PC thanks to its pedestrian-mashing gameplay. The N64 version won't be quite as gratuitous, though because the pedestrians have been replaced with zombies, whose undead status deems them safe for automobile-based mutilation. Elsewhere, there's an eye-strokingly lovely hi-res mode, and – much like the wonderful *World Driver Championship* – a letterboxed high resolution option that *won't* require the use of the expansion pak.

So, despite looking rather rough around the edges a couple of months ago, *Carmageddon* seems to be coming along nicely. A four-player mode would have been nice, but SCI have only been able to squeeze in a two-player game alongside the 30 levels and 23 cars. We'll know what it's like, hopefully, in 28 days. N

INFO BURST

CARMAGEDDON 64

FROM:	SCi
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1/2
MEMORY PAK:	Yes
EXPANSION PAK:	Yes
RUMBLE PAK:	Yes
GB PAK:	No

WHEN'S IT OUT?

September	TBA

ANTICIPATION RATING

Looks rather tasty.
The graphics are very similar to Acclaim's wrestling games, but the wrestlers have more facial detail. They all have different expressions, so they don't look quite as robotic as they might otherwise.

And it sounds...?
Very nice too. Lots of agitated crowd noises, shouts and boos and so on. Plus a four-man commentary team, starring the likes of Tony Schiavone and Mean Gene Okurlund.

Mean Gene who?
You know. That bloke who wrestles stuff.

You've never heard of him, have you?
Erm... No.

WCW Mayhem

It's clobbering time, lard lovers.

The first product to spring forth from EA's megabucks wrestling licence, *WCW Mayhem* looks set to expand upon the traditional sweaty flab-slapping action we've grown accustomed to on the N64.

Mayhem uses a similar grappling system to the *WCW/NWO* games, with a spirit meter to show how well you're doing – get the crowd on your side and your spirit will rise, enabling you to pull off some killer finishing moves.

All the authentic entrances are there for the 60+ grapplers, although once you get there you don't have to confine the scrapping to the ring. By chucking your enemy's 18-stone bulk through a wall or door you can continue the action in the corridors, locker rooms, or even outside, with cameras following the mayhem as it spills into the car park. N

INFO BURST

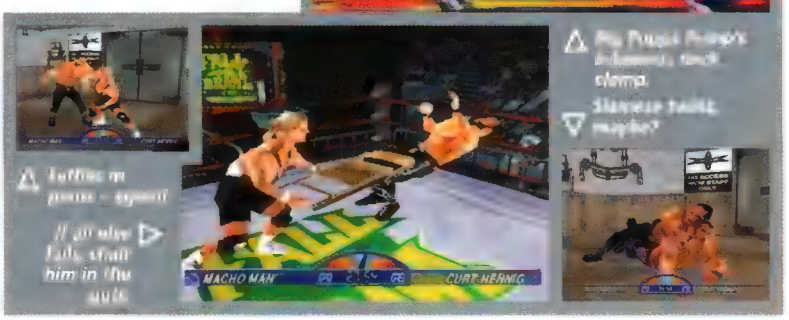
WCW MAYHEM

FROM:	EA
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
MEMORY PAK:	Yes
EXPANSION PAK:	Yes
RUMBLE PAK:	Yes
GB PAK:	No

WHEN'S IT OUT?

Autumn	Winter	No

ANTICIPATION RATING



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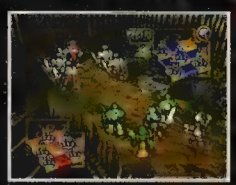
AN EAR TO THE GROUND

The N64 version of *Ridge Racer* – although no screenshots of it have yet been released – is due for a November release in the UK. It's going to be called *Ridge Racer: Revolver*, and will be a mixture of the PlayStation's first two *Ridge Racers*, with a smattering of N64-specific tracks and cars. Should be good.

Ogre Battle was released on July 17th in Japan, and received rave reviews in weekly gaming bible Famitsu, garnering an impressive 33/40, just seven marks away from *Zelda*'s perfect 40/40. A UK release is planned for some time next year. Let's hope they hurry up.



Glover 2 is currently in development with the team behind the original game, Interactive Studios. It's said to pick up where the original left off, with more hand and ball moves, better graphics and plentiful improvements. No release date has been as yet set.

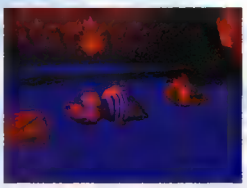
Not content with milking their *Rugrats* licence for all it's worth, T•HQ have snapped up the licence for the *Mighty Morphin' Power Rangers* in a five-year deal. The agreement covers multiple games, but there's no word yet on what type of games we'll be getting. T•HQ better hope that the Power Rangers will still be around in five years.

Nintendo are currently trying to woo Namco to develop for Project Dolphin, despite Namco's distrust of Nintendo since a falling out over NES cartridges in the '80s. The DVD software and November release of *Ridge Racer: Revolver* are said to be positive factors in the discussions. We may see *Tekken* yet...

NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS

Q & A

I hate monkeys.
So does Martin, who goes into a blind rage at the merest sight of a chimp. But Donkey Kong 64 *is going to be ace, whatever baboon phobia you might have.*



Why?
Well, it's got one of Nintendo's best-loved characters in it, along with four other characters, loads of sprawling levels – all in glorious 3D, natch – squillions of mini-games, huge bosses, coconut-firing shotguns, jetpacks, bananas, monkey scalextric and that magical Rare sheen.

Monkey Scalextric?
Yup. It's one of the mini-games, along with the ever-popular mine cart race and plenty more. Think along the lines of the games in Mario Party, *but bigger and better.*

Sounds like there's a lot to do for your money, then.
Yipper. Which, we'd imagine, is why the game requires the expansion pak and why it's going to come boxed with it.

Bargain.
Oooooooooooh yes.

INFO BURST

DONKEY KONG 64

FROM:	Nintendo/Rare
CART SIZE:	256Mbit
HOW MANY PLAYERS:	1-4
MEMORY PAK:	No
EXPANSION PAK:	Yes
RUMBLE PAK:	Yes
GB PAK:	No

WHEN'S IT OUT?

November 22nd	TBA

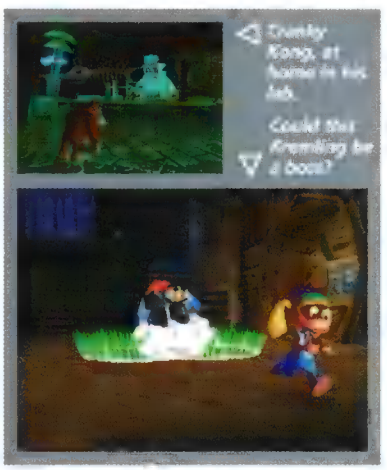
ANTICIPATION RATING

Kremlings: Donkey Kong's arch enemies
Lanky Kong. A most disturbing monkey.
One of Lanky's special moves is to float like a balloon.
Galleon returns for more chimpy fun.

Donkey Kong 64

More monkey business from Rare.

Well, would you believe it – even more *Donkey Kong 64* shots, freshly delivered from the funky grumpsters at Rare. Although the game – as is Rare's wont – is still shrouded in secrecy, it's plain to see that it's going to be something quite special.



The high resolution graphics (remember, the game absolutely *won't* run without the expansion pak, which is why it's being packaged with the game at no extra cost) are looking better and better each time we see the game. Which can only be a good thing.

You'll recall that the game puts an emphasis on re-visiting levels with different characters, to access areas unavailable to other chimps. We'd imagine this works a little like the Gads in *Shadowman*, which, when you've got them, allow you to get to areas that you couldn't before. But with five different monkeys, rather than three voodoo tattoos, plus a total of over 100 moves between them. That's got to be worth looking forward to.

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Dreamcast
NINTENDO 64
PC CD-ROM

INFORMATION station

PLANET 64

chart updates • release list
most wanted • most played

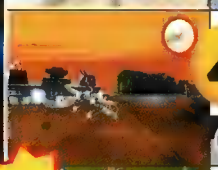
Planet 64 Information Station is your one-stop-spot for tracking the release dates of unreleased titles, checking on the sales of those already out, and keeping tabs on which are most eagerly awaited. Fill in the coupon with your votes, or just include them in your letter or compo entry. We want to know what you think and we don't care how you tell us!

GAME Top 10 Official UK N64 chart

1 F1 WGP 2
Nintendo — Released: 6/99
New entry — N64 Issue 32 72%

2 Quake II
Activision — Released: 6/99
New entry — N64 Issue 32 90%

3 Star Wars Episode 1: Racer
LucasArts/Nintendo — Released: 6/99
Last month's chart position – 1 — N64 Issue 30 88%



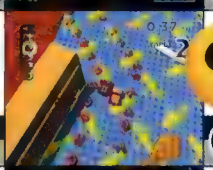
4 Star Wars Rogue Squadron
LucasArts/Nintendo — Released: 2/99
Last month's chart position – 3 — N64 Issue 25 85%

5 All Star Tennis '99
Ubi Soft — Released: [illegible]
New entry — N64 Issue 26 68%

6 Mario Kart
Nintendo — Released: 7/97
Last month's chart position – 7 — N64 Issue 4 91%

7 All Star Baseball 2000
Acclaim — Released: 4/99
Last month's chart position – 10 — N64 Issue 28 80%

8 The Legend of Zelda 64
Nintendo — Released: 12/98
Last month's chart position – 4 — N64 Issue 24 98%



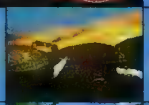
9 Micro Machines 64
Codemasters — Released: 4/99
Non-mover — N64 Issue 25 86%

10 Vigilante 8
[illegible] — Released: 4/99
Last month's chart position – 8 — N64 Issue 28 74%

Top 5 Import chart

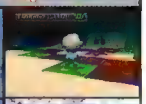
Source: EA Games (0141 [illegible] 3901)

1 **Command & Conquer** — Nintendo • SIM — N64 Issue 32 – 75%

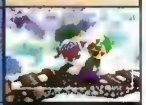


2 **Mario Golf** — Nintendo • SPT — N64 Issue 31 – 90%

3 **Rugrats** — T•HQ • ACT — N64 Issue 33 • TBA



4 **Super Smash Bros** — Nintendo • ACT — N64 Issue 26 – 90%



5 **Shadowgate 64** — Kemco • RPG — N64 Issue 31 – 43%

GAME

£5 OFF ANY TOP 10 GAME!
(see the chart above)

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Subject to the terms and conditions listed below:
1. This voucher is only valid at UK branches of GAME.
2. Valid against any one product listed in the Top 10 chart above.
3. This voucher is not exchangeable for cash and is non-recoverable.
4. This voucher cannot be used in conjunction with any other offer or against "sale" items.
5. This voucher is only valid from 6th August to 6th September 1999.

VALID FROM 6TH AUGUST TO 6TH SEPT 1999

N64 5 Most played

1	Shadowman	Acclaim	ACT
	N64 Issue 32 • 93%		
2	Quake II	Activision	SHT
	N64 Issue 32 • 90%		
3	World Driver	Midway/Inis	RAC
	N64 Issue 32 • 91%		
4	Star Wars Episode 1: Racer	Nintendo	ACT
	N64 Issue 30 • 88%		
5	Mario Golf	Nintendo	SPT
	N64 Issue 31 • 90%		

5 Most wanted

1	Perfect Dark	Rare/Nintendo	ACT
	UK: December USA: December		
2	Jet Force Gemini	Rare/Nintendo	ACT
	UK: September 24th USA: September 24th		
3	Donkey Kong 64	Rare	ACT
	UK: November 22nd USA: November 22nd		
4	Resident Evil 2	Capcom	SHT
	UK: November USA: November		
5	Banjo-Tooie	Rare/Nintendo	ACT
	UK: TBA USA: TBA		

GAME 5 Most played

1	Star Wars Episode 1: Racer	Nintendo	ACT
	N64 Issue 30	88%	
2	GoldenEye	Nintendo	SHT
	N64 Issue 9	94%	
3	Zelda 64	Nintendo	ACT
	N64 Issue 25	98%	
4	Star Wars: Rogue Squadron	Nintendo	SHT
	N64 Issue 25	85%	
5	WCW/NWO Revenge	THQ	FTG
	N64 Issue 22	75%	

5 Most wanted

1	Perfect Dark	Rare/Nintendo	ACT
	UK: December USA: December		
2	Winback	Koei	ACT
	UK: September USA: September		
3	Donkey Kong 64	Rare	ACT
	UK: November 22nd USA: November 22nd		
4	Hybrid Heaven	Konami	RPG
	UK: September 22nd USA: September 22nd		
5	Smash Bros	Nintendo	FTG
	UK: December USA: Out Now		

ULTRA RELEASE LIST

The latest information on every Nintendo 64 game currently in development world-wide, updated monthly.

Easy to spot UK release dates. Just look for the titles in a dark blue bar!

Game name	Publisher	Type	Country
August			
Monster Truck Madness	Rockstar	RAC	UK
September			
Carmageddon 64	SCi	ACT	UK
Doc: Deep Cover Cadet	GT	ACT	UK
Hamtaro 2001	Video System	SIM	UK
Hybrid Heaven	Konami	ACT	UK
Jet Force Gemini	Rare	ACT	UK
Monaco Grand Prix	Ubi Soft	RAC	UK
NFL Blitz 2001	Midway	SPT	UK
Re-Volt	Acclaim	RAC	UK
Rugrats	T•HQ	ACT	UK
Shadowman	Acclaim	ACT	US/UK
Winback	Koei	ACT	UK
October			
Mario Golf	Nintendo	SPT	UK
Michael Owen's Soccer '99	T•HQ	SPT	UK
Rayman 2	Ubi Soft	ACT	UK
Roadsters	Titus	RAC	UK
November			
40 Winks	GT	ACT	UK
Armorines	Acclaim	ACT	US/UK
Donkey Kong 64	Rare	ACT	US/UK
Duck Dodgers	Infogrames	ACT	US/UK
Nuclear Strike	T•HQ	SHT	UK
Resident Evil 2	Capcom	ACT	UK
Road Rash 64	T•HQ	RAC	US
StarCraft	Nintendo	STG	UK
Tonic Trouble	Ubi Soft	ACT	US/UK
Worms Armageddon	Team 17	SHT	UK
WWF Wrestlemania	T•HQ	FGT	UK
December			
Destruction Derby	Psygnosis	RAC	UK
Perfect Dark	Rare	SHT	US/UK
Smash Bros	Nintendo	ACT	UK
TBA			
3Sixty	Cryo	RAC	US/UK
1080° Snowboarding 2	Nintendo	RAC	US
Animaniacs Ten Pin Alley	ASC Games	ACT	US
Army Men: Sarge's Heroes	3DO	ACT	US
Art of Fighting Twin 2	Culture Brain	FGT	JPN
Asteroids	Crave	ACT	US
Attack!	Midway	ACT	US
Banjo-Tooie	Rare	ACT	US/UK
Battlezone	Crave	ACT	US
Bass Brothers 2000	Titus	ACT	UK
California Speed	Midway	RAC	UK
Daikatana	Ion Storm	SHT	US
DethKarz	GT Interactive	RAC	US
Dragon Sword	Interactive St	ACT	UK
Earthworm Jim 3D	Interplay	ACT	UK
Eternal Darkness	Nintendo	ACT	US
Exhumed 64	Crave	SHT	US
Extreme Sports	Eidos	SPT	UK
F-18 Super Hornet	Titus	SIM	UK
Flights of the UN	Video Sys.	SHT	JPN
Half Life	Sierra	SHT	US
Harvest Moon 64	Natsume	RPG	US
Hercules: Legendary Journeys	Titus	ACT	US
Hydro Thunder	Midway	RAC	US
Hyper The Time Quest	Ubi Soft	ACT	UK
In Fisherman Bass Hunter 64	Take 2	SPT	US
Gauntlet Legends	GT	ACT	US/UK
Grand Theft Auto 64	Take 2	ACT	UK
Jest	Infogrames	ACT	UK
Jeff Gordon Racing	ASC Games	RAC	US
Jikkyou Golf Tournament '98	Konami	SPT	JPN
Jungle Bots	Titus	ACT	US
Jungle Emperor Leo	Nintendo	RPG	JPN
Ken Griffey Jr Baseball 2	Nintendo	SPT	US
Legion X	Hudson	ACT	JPN
Looney Toons Space Race	Infogrames	RAC	US/UK
Madden 2000	EA	SPT	US
Magic Flute	Sunsoft	ACT	JPN
Metroid 64	Nintendo	ACT	JPN
Mini Racers	Nintendo	RAC	US
Mission: Impossible 2	Infogrames	ACT	UK
Montezuma's Return	TBA	PLT	US
Mortal Kombat: Special Forces	GT	ACT	US
Mother 3	Nintendo	RPG	JPN
Need for Speed 64	EA	RAC	US
Neon Genesis Evangelion	Bandai	FGT	JPN
NFL QuarterBack Club 2000	Acclaim	SPT	US
NHL Blades of Steel 99	Konami	SPT	US/UK
NomenQuest	T•HQ	RPG	US
Ogre	Psygnosis	RPG	UK
Ogre Battle 3	Nintendo	RPG	UK
Onegai Monsters	Bottom Up	–	JPN
Picture Maker 64DD	Nintendo	ETC	JPN
Pokemon Snap	Nintendo	ETC	JPN
Polygon Maker 64DD	Nintendo	ETC	JPN
Powerslide	Emergent	RAC	US
Premier League Soccer	EA	SPT	UK
Rainbow Six	Red Storm	ACT	UK
Rat Attack	Mindscape	ACT	UK
Ready 2 Rumble	Midway	SPT	US
Rev Limit	Seta	RAC	JPN
Ridge Racer 64	Namco	RAC	ALL
Riqa	Nintendo	ACT	US
Robotech: Crystal Dreams	Capcom	ACT	US/UK
Rugrats Soccer	Infogrames	SPT	UK
Shadowgate Rising	Kemco	RPG	US
Shadowman 2	Acclaim	ACT	UK/US
Snowboard Kids 2	Atlus	RAC	UK
South Park: Chef's Luv Shack	Acclaim	PUZ	UK
South Park Rally	Acclaim	RAC	UK
Spiderman	Activision	ACT	US
Spyro!	Ubi Soft	ACT	UK
Starcraft	Nintendo	SIM	UK
Super Mario 64 2	Nintendo	ACT	ALL
Super Mario RPG 2	Nintendo	RPG	ALL
Tazmanian Express	Infogrames	ACT	UK
Thornado	Factor 5	SHT	US
Thrasher: Skate and Destroy	Take 2	SPT	UK/US
Top Gear Hyperbike	Kemco	RAC	US
Top Gear Rally 2	Kemco	RAC	ALL
Tow Banjoed Earl	GT	ACT	UK/US
Triple Play 2000	EA	SPT	US
Turok: Rage Wars	Acclaim	ACT	UK/US
Twelve Tales: Conker 64	Nintendo	ACT	UK/US
Unreal	GT	SHT	US
Velocity	Acclaim	RAC	US
War: Final Assault	Midway	ACT	US
WCW Game	EA	ACT	US
Wild Metal Country	DMA	ACT	UK
Worms 2	Team 17	PUZ	UK
Xena: Warrior Princess	Titus	ACT	US
X-Men	Activision	ACT	US
Zool	Imagineer	RPG	JPN

*working title only

KEY			
ACT	ACTION	RPG	ROLE PLAYING GAME
FGT	FIGHTING GAME	SPT	SPORT
STG	STRATEGY	TAB	BOARD GAME
SHT	SHOOT-'EM-UP	SIM	SIMULATION
RAC	RACING	ETC	MISCELLANEOUS

cut and send

VOTE!

There's only one way we can keep track of your gaming needs – and that's if you tell us! Just fill out the form and send it in! Yes!

And as if you needed any more encouragement, each month we'll be putting all the Information Station voting slips into a big hat and awarding a spanking new N64 game to the first one drawn. Tell us which game you'd like on the voting slip.

LAST MONTH'S WINNER

PLANET 64 INFORMATION station

Top 5 vote n' draw

My five most played games are:	My five most wanted games are:

Name

Address

Postcode

Game wanted

SPECIAL
INVESTIGATION

Up until now, this brilliantly scary zombie adventure has been restricted to PlayStation owners only. Now, it's the N64's turn. If you're even slightly squeamish, you'd best skip the next few pages...

RESIDENT

Our Special Investigations can take us all over the world. We flew all the way to Japan to get our hands on the splendid *Resident Evil 2*.

INFO BURST

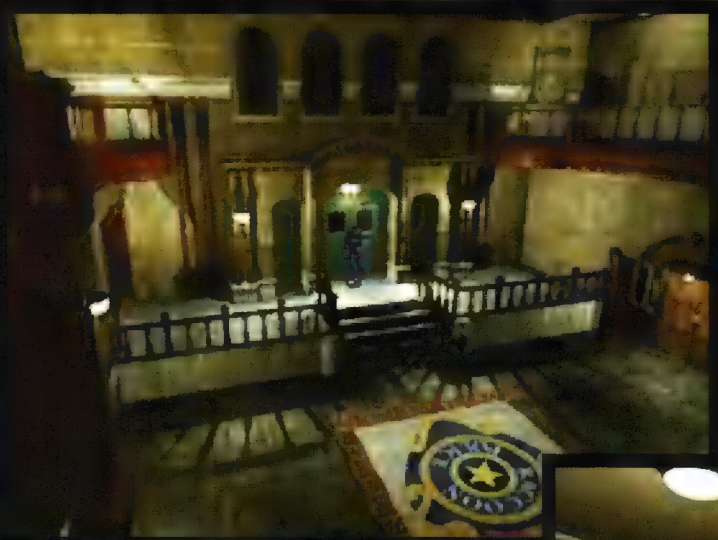
RESIDENT EVIL 2

FROM:	Capcom
CART SIZE:	512Mbit
HOW MANY PLAYERS:	1
MEMORY PAK:	Yes
EXPANSION PAK:	Yes
RUMBLE PAK:	Yes
GB PAK:	No

WHEN'S IT OUT?

October | TBA

ANTICIPATION RATING



△ A determined stance, but Leon's default pistol is no match for the undead.

◁ The camera is fixed, allowing breathtaking detail in the pre-rendered rooms.

◁ Conspicuous-looking doors on the left there. Tread very carefully.

△ Zombie fall over, zombie looks dead... zombie gets back up again. Argh!

◁ Adam Rickitt's got nothing on this guy.

△ Because you can only carry a few objects at once, the chests can be used to store objects in for later.

EVIL 2

IN-CART VIEW

Even we weren't confident that Capcom could cram *Resident Evil 2* onto a single cartridge. As it turns out, they've done far, far more...

cut scenes

Pre-rendered, hi-resolution cut scenes? On a cartridge? You can stop pinching yourself – Capcom have seemingly done the impossible. By employing a sneaky method of video compression, they've managed to squeeze every cut scene

from the PlayStation version of *Resident Evil 2*, uncut, onto the N64 cart. It looks stunning – much as we love real-time cut scenes (and *Resi 2* employs many of its own), it's incredible to watch the N64 produce visuals that come close to matching movies like *Toy Story* or *Akira*

instant access

Of course, the cartridge format still offers all the luxuries you'd expect. To disguise loading times, the PlayStation original was forced to play an animation of a door creaking open as you passed from room to room. Surprisingly, the door returns for the N64, but it's much shortened, maintaining the suspense while reducing the number of seconds spent thumb-twiddling between areas.

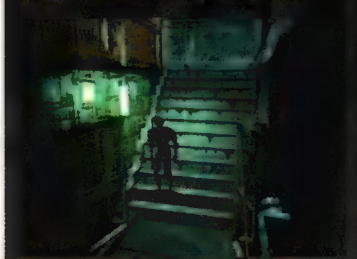
extra characters

Resident Evil 2 was originally spread across two CDs, so a long-lasting experience is ensured – not least because there's the chance of playing as one of two characters (Leon and Claire), with puzzles and situations specific to each, and the

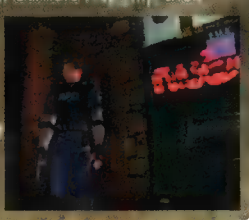
promise of hidden characters with their own individual adventures becoming available once the game has been completed. Additionally, and exclusive to the N64, is an all-new 'Randomizer', which moves objects to new locations once you've finished the game.

bonus stuff

Still not enough for you? Yet *another* bonus for N64 owners is the scrapbook. Stashed in secret places throughout the game are artefacts and remnants of story from all the *Resident Evil* games so far.



You can store these in the scrapbook and rifle through them – for pleasure, or for clues and information on the unravelling story. With all these extras, don't be surprised if you see a host of PlayStation owners Dogcmp their machines at a car boot sale near you.



GO! GO!

STREETS OF RAGE

Within seconds of handing over control of Leon, *Resident Evil 2* plunges you into the thick of some heart-pumping, zombie-based action. Take a look...

1 You wake up in the burning wreckage of a horrific road accident. Already, you've got company, in the form of a bloodthirsty – albeit well dressed – zombie. Run!

2 Hardly a typical Saturday afternoon on the high street. Best whip out your pistol here and put paid to those shambling chaps, before they bite your legs off.

3 Hallelujah! A shop full of guns. A chance to stock up on weaponry and take a well-earned breather from a life-threatening incident.

4 Although there's the owner to contend with first. Turns out he's just a bit jittery – reassure him that you're not a member of the undead and he'll drop the gun.

5 Bad move. This quartet of attractive gentlemen spiter stage left and rip our fat friend to pieces. Luckily, there's some probable ammo nearby, so treat the zombies to some gunlin.

6 Round the next corner is an abandoned van, stuffed with even more bullets for your collection. Stock up now as ammo becomes much harder to get hold of later.

7 The basketball court was impassable earlier, but since you found the van the zombies have knocked the locks down. The camera angle here makes aiming a tad tricky.

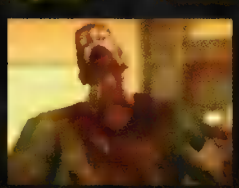
8 Resi 2's scenery isn't all background decoration – much is solid, negotiable 3D. So, Leon can hop onto this disposal unit and climb over the fence.

9 Best to scamper past this touching scene, with a band of zombies feasting on an unfortunate victim. The quality of the graphics makes close-ups like this an eye-pleasing affair.

10 Into an abandoned bus. Note the quirky-angled camera angle – you're trapped in a frighteningly confined space, with (thankfully) no risk of infernal aliens.

PRETEND WE'RE DEAD

One of Resi 2's most pleasing features is the resilience of the zombies. They just won't stay down. Fill a pre-Xmas turkey full of lead and he'll fall to the floor apparently dead. But within seconds, he'll spring back to life and continue his attack – not good news if you were just shooting over him, as he'll make a grab for your trousers. To truly finish him off, you'll need to pump him full of lead, or fry his cerebellum, until he lets out a final moan and his head dribbles in a shower of brains and skull fragments. Mmmm.



This is the one. ***Resident Evil 2*** **is shaping up to be the game that finally proves the humble Nintendo can do everything Sony's grey box can – and, naturally, a whole lot more. Packed into the game's monstrous 512Mbit cartridge is a slap in the face for every "Can't be done" and "Just not possible" you'll have ever heard aimed at the N64. And, as zombie-laden, blood-spilling adventures go, it looks set to be a spine-tingling corker.**

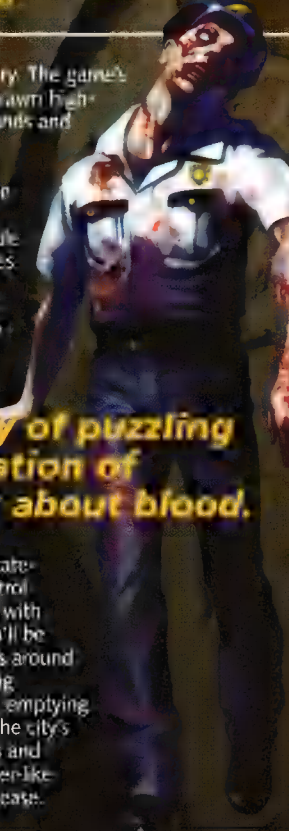
Resident Evil 2 has been available on the PlayStation for a while, shifting over one million copies in its first two months on sale in Japan alone. This success relied on the games carefully-crafted movie-style thrills, which – unlike in so many other 'interactive movies' – didn't come at the expense of actual gaming fun. Resi 2 (as it's affectionately known) is plot-heavy and hugely atmospheric, and in a few short months, you'll be able to buy it in loading time-free, bonus-packed cartridge form.

The plot is classic thriller fare. Leon S. Kennedy, a promising young police officer, has been recruited by the Raccoon City police force to help ease the citizens' fears after a spate of mysterious accidents. When Leon arrives in the City, he finds, not the bustling neighbourhood he'd expected, but a ghost town populated by lumbering zombies, who openly feed on the bodies of the town's dead. Unsurprisingly, as soon as they clap eyes on our friendly policeman, they get a hankering for copper kebab.

Leon's quest to uncover the truth behind Raccoon City's shocking turnaround takes him from the ravaged streets, into the city sewers, and finally to the mysterious mountain-top laboratory that's at the heart of the mystery. The game's mix of pre-drawn high-res backgrounds and proper 3D movement (similar to the exterior of Zelda's Temple of Time) takes a bit of getting used to, especially with the slightly awkward rotate-and-run control system. But with practice, you'll be running rings around the shambling undead, and emptying bullets into the city's mutant dogs and hideous spider-like Lickers with ease.

△ *A moment from the pre-rendered intro. Looks a treat, doesn't it?*

MASTERY ***There's plenty of puzzling and manipulation of objects but Resi 2 is mainly about blood.***



POLICE GORY

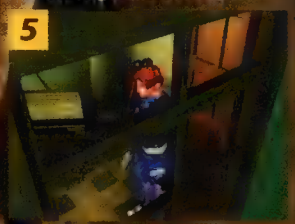
1 Leon arrives for his first day in a new job. The police station is completely deserted, natch. Or so it would seem...

2 Just like in all the best movies, Leon finds a blood-soaked, half-dead victim, who splutters a few words before croaking. He passes you a key card before finally giving up the ghost.

3 The card is involved in the first of Resi 2's object-based puzzles. Use it on the computer in the next room to unlock the foreboding double doors.

4 Keep an eye out for chests – you can store objects in them for retrieval later. Magically, open any of Resi 2's chests and you'll find the objects you stored in the last one.

5 As Leon wanders along the corridor and past a window, the camera angle suddenly switches. Something is watching him. Scared yet?



6 Lying on the floor of the next room is a man. Without a head. Hold that convulsing stomach, though, because there's a trail of blood leading further down the corridor...

7 Here's where the game blends seamlessly into a real-time cut scene. Leon notices the red stuff is dripping from somewhere above...

8 Ah, that'll be the problem, then. A monster known locally as 'The Licker' says a quick hello, then goes for all-out attack. You can start screaming now.

9 Again, the game chooses the best camera angle for maximum scares, and ensures that aiming and firing is as authentically tricky as possible.

10 After several shots to the head, you've got the Licker licked. If you're suffering, there are some health-restoring herbs hidden further down the hall.

△ The camera angles can be a little obscure, but it helps push the tension-o-meter off the scale.

◁ The bus isn't going anywhere – and it's crawling with the walking dead.

▷ Claire looks hapless now, but she can 'kick butt' with the best of 'em.

△ Expect frights around every corner. Except this one, probably.

VERDICT

One of the most involving, disturbing and exciting games you're ever likely to play.

While there's plenty of head-scratching puzzling and manipulation of objects to be done, *Resi 2* is mainly about blood – and lots of it. Zombies grab your leg and chomp away at the flesh, pools of the red stuff seep from headless bodies, and dying monsters practically explode in a cascade of blood and sinuous tissue. The violence is tempered with a sense of foreboding – camera angles, sound and shadows are employed to make turning each corner a nail-biting experience, maximising the jump-out-of-your-seat value of every sudden event.

If all goes to plan – and Capcom is at the stage of applying the finishing touches – *Resident Evil 2* will be one of the most involving, disturbing and exciting games you're ever likely to play. The Nintendo version looks set to have PlayStation owners spitting blood, with its high-res graphics, surround sound and multitude of hidden extras, and it's certainly welcome as one of the N64's more grown-up experiences. We're trembling already.

UP THE ARSENAL

It won't be [illegible] with *Resi 2*'s [illegible] as well as the standard [illegible] you'll be [illegible] with various [illegible] you're [illegible] a [illegible] you [illegible] a [illegible] [illegible] a [illegible] [illegible]

TO BE CONTINUED... You can expect a review of *Resident Evil 2* in [illegible]

FROM THE MAKERS OF: Planet GAME BOY · PC GAMER · N64 · Games Master

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N64 presents planet GAME BOY

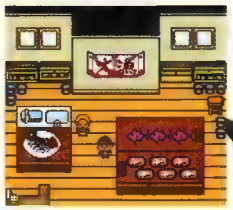
NEWS, REVIEWS AND TIPS FOR YOUR GAME BOY COLOR, POCKET, CAMERA AND PRINTER

THE BIG REVIEWS THIS ISSUE!

R-TYPE

page 39

Stunning update of the world's second most famous shoot-'em-up!



RIVER KING

page 38

Harvest Moon with maggots and a distinct fishy flavour!

WIN! A BRAND NEW GAME with your GB camera pics

MONSTERS ON THE WEB

Where to find the best online information about Pikachu and friends.

PLUS!

JESFREAKS

Bickham's back and he's been going snap-crazy with the GB camera!

planet NEWS

Welcome to Planet Game Boy

Another month, another cracking game from Nintendo's code geniuses. In fact, make that two, with *R-Type DX* and *Legend of the River King* both well deserving of your spare cash and several of the best journeys of your life.

With only eight pages to play with, we could only afford to give one of them a whole page review if we were going to fit the excellent *Spy vs Spy* in there, as well as the Gallery, some choice tips, and a guide to some of the most interesting Pokémon websites around. Which means it's time for another spawn of Planet Game Boy! The second issue of the stand-alone PGB mag should be in newsagents right now, with chunky reviews of *Mario Deluxe* and *River King*, among many others.

At the time of writing this column, **N64**/31 is still a few days away from hitting the shops. Spooky or what? This strange time warp effect (or, in other words, deadlines) means that we haven't received the *Mario Deluxe* scores we asked for last month. So here are my very own efforts (ahem):
Original: 340,100;
Challenge total: 306,250;
Super Player: 53,350.

Good? Or not. We'll see how the rest of you do next month.

One last thing: what on earth happened to those little plastic cases that used to come free with Game Boy carts? Bring them back now or knock a fiver off the price of GBC games, please Nintendo!

Martin Kitts, Editor

planet GAME BOY

Planet Game Boy, **N64** Magazine, 30 Monmouth Street, Bath, BA1 2BW.

Issue 7, September 1999

Editor: Martin Kitts
Contributors: Tim Weaver, Wil Overton, Andrea Ball, Justin Webb, Paul Edwards, Pete Travers

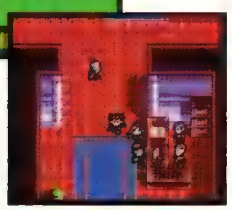
MARIO GOLF REVEALED!

A portrait of Mario on the wall – these people have taste.

Having experienced the joys of *Mario Golf* on the N64, Japanese gamers can now get a second helping thanks to the Game Boy version.

It's a basic golf game with RPG elements and a rumble pak, but one feature should extend the life of the N64 version even further – a character creation mode. Using the GB Pak, it's possible to transfer saved characters and stats from the GB version into its big brother, where you'll get to see your creation take on Yoshi and the gang in glorious 3D. Superb. There's an English language version due in the States at the beginning of October, so import gamers should wait a little longer to get a fully playable conversion. Meanwhile, check out these pictures of the Jap *Mario Golf* in action.

△ *Same control system as its N64 big brother.*



This is the most interesting part – a golfing RPG. ▷

△ ***Remember the original* Game Boy Golf? *This looks very similar indeed.***

FAREWELL, OLD BOY

Despite the old monochrome Game Boy's still outselling the far more advanced Neo Geo Pocket Colour in Japan, it looks like Nintendo will be phasing them out over the next year-and-a-bit.

With more and more colour only software being produced, and a significant proportion of GB owners upgrading their machines, it's probably about time. We probably won't actually notice any difference here in the UK for quite a while, apart from further price cuts on old models, but Japanese gamers will notice supplies of all but the Pocket Light models gradually drying up.

The end of an era for the trusty old thing.

PLAY BY WIRE

Japan is currently going nuts over Bandai's WonderGate, an add-on for their cheap and cheerful WonderSwan handheld, which allows access to the Internet via your mobile phone.

Nintendo have had a mobile phone device planned for a little while now, as reported in last month's Planet 64 news, but Bandai have beaten them to the punch by announcing details of how their network will be used. You'll be able to browse the Web, use e-mail and play downloaded games. Some phones already offer those features as standard, we hope that Nintendo's effort has a bit more to it than

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Bomberman 64
Buck Bumble
Chopper Attack
Clayfighter 64
Cruis'n the World
Cruis'n USA
Dark Rift
Diddy Kong Racing
Doom 64
Duel Heroes
Duke Nukem 64
Extreme G 1 and 2
F1 Pole Position
F1 World Grand Prix
FIFA 64 '98 & '99
Fighters Destiny
Flying Dragon
Forsaken
F-Zero X
Gex
Glover
GoldenEye
GT 64 Championship Edition
Hexen
International Super Soccer
ISS '98
Killer Instinct Gold
Lylat Wars
Mace: The Dark Ages
Madden 64
Mario Kart
Mario Party
Micro Machines 64
Mitch's Astro Lanes
Mike Piazza's Strike Zone
Mischief Makers
Mission Impossible
Mortal Kombat 4
Mortal Kombat Gold
Mortal Kombat Trilogy
Multi Racing Championship
Nagano Winter Olympics '98
NBA Courtside
NFL Quarterback '98
NHL 99
Penny Racers
Perfect Striker
Pilot Wings
Quake 64
Rampage Universal Tour
Rampage World Tour
Rogue Squadron Star Wars
Rush 2
San Francisco Rush
SCARS
Shadows of the Empire
Snowboard Kids
South Park
Space Station
Star Wars Racers
Star Wars Rogue Squadron
Super Mario
1080 Snowboarding
Tap Gear Rally
Top Gear Overdrive
Touck 2 and 2
Vigilante 88
Virtual Chess 64
Virtual Pool
V-Rally
Wayne Gretzky's 3D Hockey
Wetrix
WCW Vs NWO World Tour
WCW Vs NWO Revenge
World Cup '98
WWF War Zone
X62
Yoshi's Story
Zelda

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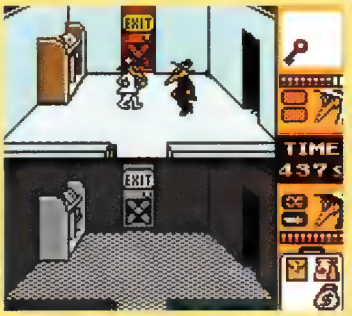
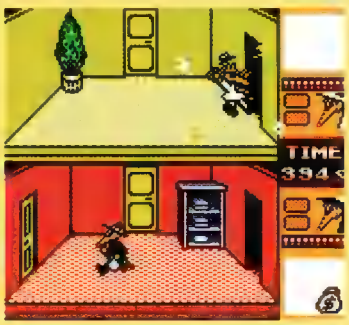
Five Star Scoring

5	4	3	2	1
A simply fantastic game, and an essential purchase.	Well worth a look, this is an excellent title.	Some problems, but almost certainly good fun.	Flawed. Probably not worth bothering with.	Utterly lamentable. Avoid like the plague.

Spy vs Spy



From: Midway Price: £20 Save: Password Link-up: Yes Colour: Only Out: Now



△ White Spy cops a bomby one right in the face. Black Spy giggles.

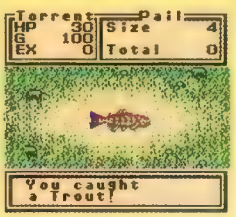
Another month, another blast from the past. *Spy vs Spy* was one of the many games that Commodore 64 owners used to demonstrate the superiority of their machine to Spectrum fans.

It was always an acquired taste, because a newbie player would stand no chance of beating a real pro. Absolutely none. Which was a shame, because *Spy vs Spy* only really came to life as a two-player game. The same thing is mostly true of this new GB version – you really do need a friend of the same standard to play against, because a veteran of the original 80's game will thrash you stupid. Every time.

Luckily the tutorial mode will help refine your tactics. Controlling either of Mad Magazine's black-and-white spies (remember them, by any chance?), you have to find five items hidden around each level. Unless you keep one eye on your opponent's screen, you won't know whether you'll find what you're looking for or get blown to pieces by a booby trap. You get weapons to fight with if you bump into the enemy, and dying means that all the items you collected get scattered in random rooms. It's a brilliant concept – no complicated controls to remember, just you against a mate or the lethal computer, and some devious weapons. This is the best version yet, with loads of humourous touches, and it's well worth seeking out for retro fans and battle addicts alike. This truly is a forgotten classic.

4

Legend of the River King



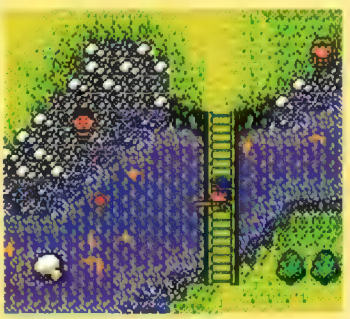
From: Nintendo Price: £20 Save: On-cart Link-up: Yes Colour: Yes Out: Now

Like *Harvest Moon*, this is a game that the producers, Pack In Soft, think that only the Japanese and Europeans will really appreciate. The Americans might have *Pokémon*, but we're lucky enough to get some truly amazing RPGs of our own.

Legend of the River King is the tale of a young lad's quest to find the Guardian Fish, a slippery beastie that can heal his bed-ridden sister. You can forget about that goal for a good few weeks, though, because there are countless hours of fishing, shopping and battling before you'll even get a sniff of the prize. You have to catch fish after fish, selling them at the local market in order to buy improved tackle. Other characters can be persuaded to part with information and vital goodies in exchange for particular species of fish, but there's also wandering animals trying to steal your catch (although we're not sure how a spider and a wasp managed to rob us of three hefty lunkers).

Waiting for the fish to bite is the best bit about *Legend of the River King*. You stand by the river bank, along with other fishing characters, just watching the fish sniff at the bait (which could be anything from a maggot to a whole frog), listening to the soothing oriental music and waiting for one of the dumb things to bite. It's lovely. Perhaps not as involving as *Harvest Moon*, but sweet enough all the same.

5



R-Type DX

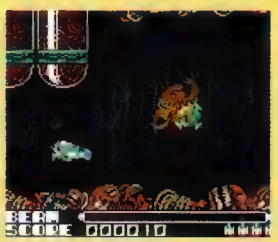
From: Nintendo Price: £25 Save: On-cart Link-up: No Colour: Yes Out: Now

Shoot-'em-ups are the most mindless games in the world. No puzzles to solve, no complicated controls, just keep your finger on the trigger and watch your enemies explode into tiny pieces. Very satisfying.

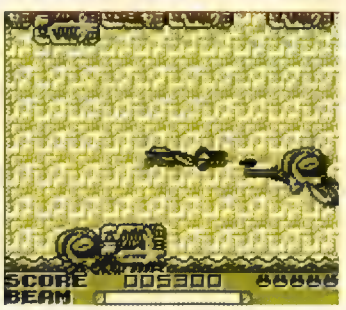
They don't always work that well on the Game Boy, though. With the exception of *Gradius and Twinbee*, which are both great on the GB Pocket, the action tends to look messy on the small screen. Thank heavens for the GB Color, then. *R-Type DX* shows just how well the new machine can handle a real top-notch shooter. It's an enhanced special edition of two old mono versions, combining *R-Types 1* and *2* in one almighty kill-fest.

There can't be many gamers who don't know at least something about *R-Type*. It's the most recognisable shoot-'em-up after *Space Invaders*, and still one of the very best. The bosses and weapons have been shamelessly copied by countless other games, and they're all here in *R-Type DX*. It's a real visual treat, developers Bits Studios having worked wonders with some of the scrolling backdrops. The bullets and enemies are always easy to pick out too, because the background graphics fade out during boss encounters and set pieces.

Since it's basically two older games mashed into one, you can play both *R-Types* in their original monochrome forms, or as updated colour versions. The DX version combines all the levels, and is *incredibly* difficult. A real old-school thumb-grinder. Even if you were an expert at the arcade version all those years ago, we bet the hardest difficulty setting will have you begging for mercy. It's supremely playable, though, and never unfair. The on-cart save means that you can come back and start on any level you've already finished if the battle against the Bydo empire becomes too much (or your train pulls into the station). The best shoot-'em-up on the Game Boy.



Excursion on the version



R-Type I

The original arcade version, complete with gruesome organic scenery, the alien foetus at the end of the first level, and that amazing section with the giant gunship. Manufacturers Irem never scaled these heights again.

R-Type 2

Continues where the first game finished, wisely refusing to mess around with a classic formula. Graphics are better than before, although both colour versions have been enhanced to the same standard anyway.

Pokénet

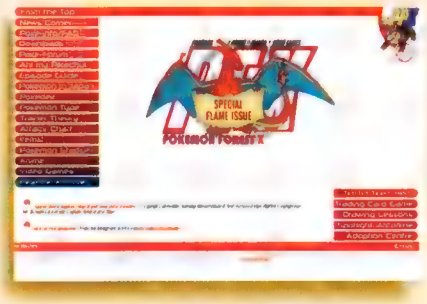
So close you can taste it.

With just a couple of months to wait before we get the official UK version of *Pokémon*, we reckon this is the perfect time to check out some of the best Pokémon-related sites on the Internet.

Any old excuse, really. If you've got a computer then there's a pretty good chance that you've already overdosed on Pokémon cuteness. They are everywhere. In America you can't move without tripping over yellow furballs and other Pokémon merchandising. In Japan, people are still obsessed with the things after almost four years and 700 epileptic seizures. It's probably the biggest gaming phenomenon there has ever been. And make no mistake, Britain is next on Pikachu's list of conquests. Get ready...

Pokémon Forest X

www.pokemonforest.com

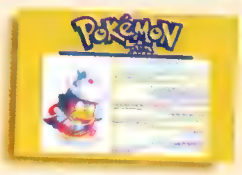


Planet Game Boy reader Julian Cottee pointed us in the direction of this fantastic site, which has more Pokémon-related pages to look at than you could possibly view in one sitting. There are plenty of useful tips for the game, including where to find all the little beasties and what they eventually evolve into, plus some original pictures to download. There are also some game and anime reviews, making this a truly comprehensive source of information.

Check out: Ah! My Pikachu! (the Pikachu worship page). Love it or loathe it, here's where you get the lowdown on the 'Chu.

Pokémon Japan

www.maccentral.or.jp/pokemon/english/index.html



Weird and largely pointless, but you *must* visit this site. Most of it's in Japanese, so the text comes out as random characters if you don't have a Japanese language kit on your computer, but the English index means that we can all enjoy the superb pictures. There are some great 3D renders of the monsters, midi-piano scores to learn and listen to, and a large photo gallery featuring masses of Pokémon ephemera. Impenetrable, but still impressive.

Check out: The Pokémon Dung Laboratory. If you ever wondered what a Pikachu turd looks like, here's where you'll find out (it's spiky and painful looking).

Pokémon seizures page

www.virtualpet.com/vp/farm/pmonstar/seizures/seizures.htm

At 6:50pm on December 16th 1997, a five-second scene in the Pocket Monsters cartoon caused around 700 Japanese children to suffer simultaneous epileptic fits. The news reports of the incident triggered further seizures (including convulsions, temporary blindness and vomiting blood), and Nintendo's shares had to be suspended on the stock market after panic selling threatened to ruin the company. Read the whole gory story here.

Check out: The medical explanation for the unfortunate episode at *www.salonmagazine.com/health/log/1999/06/02/color_sensitivity*

Pokémaniac

www.pokemaniacspokecenter.com

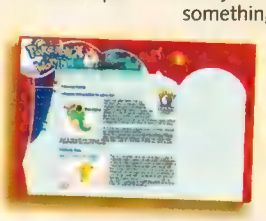
One of the original Pokémon web sites, this one has grown so vast that it won't all fit in one place. Bits of it are scattered all over the Net, and it'll takes ages to see everything. There are plenty of goodies to be found, though, from sound effects to icons, pictures to video clips. You can even sign up for a Pokémon e-mail account. It's nowhere near as professional as Pokémon Forest X, but looks okay for a 'home grown' effort.

Check out: The text-only walkthrough of the game, which gives useful information about how to beat all of the trainers and make it through Victory Road.

Pokémon World

www.pokemon.com

Nintendo's official Pokémon page is as slick and professional as you might expect, but it isn't as complete as some of the better fan sites. It's all a bit empty really, and some of the best stuff has mysteriously vanished – most notably the excellent Pikachu voice sample. Obviously a limited edition or something. Anyway, as part of the huge Nintendo web empire, encompassing *Banjo, Zelda* and *F-Zero X*, it's not too bad.



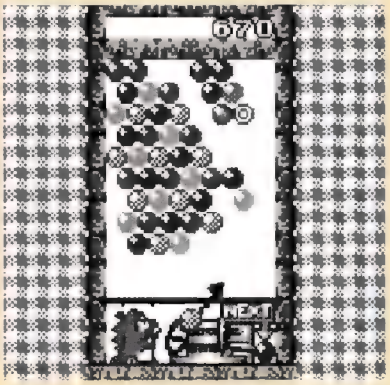
Check out: The downloads page. Maybe the Pikachu voice sample will return some day, along with the map of the Pokémon world.

planet GUIDE

BUST-A-MOVE 4

HIDDEN CHARACTERS
All you have to do here is press Up, Down, Left (x2), Right, Up, A, B (x2), A at the main menu.

HIDDEN LEVELS
To access the hidden levels you need to press A, Left, Right, Left, A when "Push Start" appears at the title screen. A game character will appear in the bottom-right corner of the screen to confirm if you've entered the correct code or not.



RESERVOIR RAT

PASSWORDS
Skip past the early levels in Take 2's army rodent simulator.

2. CDGBLDBMNQ
3. B5?B2CVKLL
4. 41V?TWSKB-
5. 5LTRCX2LF7
6. VDLNYBGF82
7. CLGVQDVPC8
8. 5J9MFXSTCF
9. 5NZJMY?F56
10. 4YR73WJRS3
11. M5HQBYXGH9
12. L5KTDWXP49
13. B5RQSCVLX8
14. VNBHCBZRJS
15. M8DN6Y6—1

KLAX

MINI GAME
Enter this password to see Game Boy Camera pictures of the programming team in humiliating poses.

LEGEND OF THE RIVER KING

Having trouble paying the ferryman? Here are the optimum tackle combos to catch all the fish on the first level.

- Bullhead: Small hook, larva
- Char: Medium hook, insect/worm
- Cutthroat trout: Small hook, larva/insect
- Gila Trout: Large hook, insect/small fish
- Trout: Medium hook, insect/small fish
- Rainbow Trout: Large hook, small fish/frog

FUNLAND
Here's a good one: if you manage to catch every different species in the game before netting the Guardian Fish, you can warp to the well-stocked Funland lake by restarting and staying at the inn on the first level. And there's loads of fun to be had in Funland. Ahem.

HIGH SCORES

Incredible! Some of last month's scores seemed unbeatable, but you've surpassed them once again. Hats off to Jonathan Dennis, who actually managed to clock part of G&W Gallery, and Richard Ford, who topped all but one of the *Tetris DX* tables. But where are those Game Boy Camera scores? Martin Hall remains undefeated.

TETRIS DX

40 Lines (level 0)
1:31 Richard Ford, London
1:34 Nick Hiom, Thetford
1:42 James Thacker, Diss

Ultra (level 0)
21,488 Richard Ford, London
20,392 Nick Hiom, Thetford
18,728 Yukiko Miyamoto, London

Marathon (level 0)
4,101,580 Nick Hiom, Thetford
2,559,613 Richard Ford, London
1,545,126 Andrew Marriot, Edinburgh

Marathon (level 9)
3,322,821 Richard Ford, London
2,240,101 Andrew Marriot, Edinburgh
2,111,947 Paul Bull, Tewkesbury

GAME & WATCH GALLERY

Donkey Kong
9999 Jonathan Dennis, Stansted
2626 Ryan Medlock, Cobham
1830 Hayden Kooi, New Zealand

Parachute
1241 Christopher Smith, Cleveland
1203 Tommi Aarela, Finland
1096 Hayden Kooi, New Zealand

Chef
1496 Christopher Smith, Cleveland
1473 Audun Knudsen, Norway
1291 Martin Hall, Dover

Helmet
2925 Jonathan Dennis, Stansted
1518 Luis Costigan, Slatin
1164 Martin Hall, Dover

GAME BOY CAMERA

Space Fever 4147
Ball: 382
Run Run Run: 18:95
All from Martin Hall, Dover

Scores wanted

Send your high scores to: **Planet Game Boy (high scores), N64 Magazine, 30 Monmouth St, Bath, BA1 2BW.**
If you're online, email us at **n64@futurenet.co.uk**

Game Boy Gallery

WINNER!

James Spalding, from the backwoods of Sussex, showed this pic from his very own brain transplant. It obviously worked a treat, earning him a brand new GB game (and a scar).

Double vampire type thing from Matthew Allman of Sale. Good use of the mirror lens there.

This effort from Gavin Douglas is called "Help Me". You need it, mate.

A nice little controller beast from James Garner.

Welsh wonder Rhys Bobbett's pic of Samuel L Jackson.

There's something a little bit wrong with this effort from Chris Baker of Paignton.

Yay! Alex Carless from Salisbury sent in this excellent Mickey Mouse mutant. Cheers.

What is it? Ask Dudley's James Knowles about that one.

That's a painful graze you've got there. Thanks to Philip Nash of York.

Couldn't read your writing. Still, if you look like this, it's no wonder your penmanship is a bit off.

Tonight, Robert Strudwick from Surrey is... The Prodigy's Keith Flint!

Simon from Wigan, with a message about his wife. Call 999.

David Teixeira, having suffered some kind of tropical disease, sent this one.

Erm... Some bloke with big hair, transformed into a Royston Vasey local by Adam Symonds of Wigan.

Interesting lighting and mad staring eyes, by Matthew Hart from Holland. Looney!

Mad King Dettox's drunken dad, Evil Edgar. Quite.

And yet another one from Ryan Medlock, this time in 007 sniper style.

Mops and disinfectant at the ready. The muties are here.

The freaks are here, and they're as revolting as ever – a sorry bunch of misfits and weirdos, all brought into this world by you lot with your warped imaginations and twisted minds. **They didn't ask to be born, you know. It isn't their fault. They probably just want to be left in peace.**

Still, never mind. Faces like these are made to be ridiculed, because there's nothing like mocking the afflicted. Speaking of which, Jes returned from holiday eager to be reunited with his GB Camera, and spent half an hour sitting in the corner, gurning in his own inimitable way. The results had the rest of us reacquainting ourselves with the unpleasant taste of stomach acid – nothing induces a hearty 'vurp' (half vomit, half burp) like one of Mr Bickham's choice muties.

Send us your freaks!

Right then. You've seen how everyone else is abusing their Game Boy Cameras. Think you can do better? If you're up to the job, take a picture of something you'd like the whole world to see. Mess around with it using the built-in freakage tools, or leave it be if it's weird enough already. Print it on a sticker and pop it in the post. Our favourite each month wins a new game! Send them to:

Game Boy Gallery, Planet Game Boy, N64 Magazine, 30 Monmouth St, Bath, BA1 2BW.

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N64 MAGAZINE ARENA

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It's as big as *Zelda*, as vast as *Zelda* and it took just as long to develop. The question, then – is it as good?

EXCLUSIVE!

Shadowman

GO TO PAGE 46

World Driver Championship

Midway strike gold with this fantastic *Gran Turismo*-alike.

GO TO PAGE 56

WWF Attitude

More grappling, more spandex and a hilarious create-a-wrestler mode.

GO TO PAGE 62

Quake II

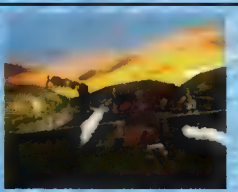
Activision's top gibfest arrives at long last, with a multiplayer to die for.

GO TO PAGE 66

F1 World Grand Prix 2

Paradigm's F1 sim returns for a second season.

GO TO PAGE 72



Command & Conquer

Popular PC strategy game finally comes to the N64.

GO TO PAGE 76

Don't forget to visit the IMPORT ARENA

The games they're playing in America and Japan.

Pocket Monsters Stadium 2

It's out over here next year, so we've kindly given you the lowdown on the freshly-minted Japanese version now.

GO TO PAGE 80

EWED, RATED... AND COMPLETED!

How it works

Team 64 are gaming experts. They can play games and finish them, make definitive judgements and write it all down in a clear and entertaining way.

ESSENTIAL INFORMATION

Our reviews are the biggest and best in the world. But you'll need to know a few things before you start...

THE INFO BURST

Look for this in all our reviews to get an idea of whether the game in question uses N64 peripherals like memory and expansion paks. Also, we'll tell you whether it works with the new GB Pak, when it's out and how much it costs.

INFO BURST

METROID 64

FROM:	Nintendo
CART SIZE:	256Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	XX pages ✗
CARTRIDGE SAVE:	✗
PASSWORD SAVE:	✓
EXPANSION PAK:	✗
RUMBLE PAK:	✓
GB PAK:	✗

WHEN'S IT OUT?

April | May | Nov

COST: £40

GAMERS TV LINK

Watch out for this special symbol – and the date – as it means that one of our reviewers will be appearing on ITV's Gamers show at 12.30 on a Saturday, reviewing the game in question!

GAMERS

IF YOU'RE IN A HURRY

We've tried to provide the most comprehensive reviews around, but if you're in a hurry, you can always just use our Verdict box!

PLUSES AND MINUSES
These tell you the good and bad bits about the game, breaking them down into easy-to-spot pluses and minuses.

IF YOU LIKE THIS...
The N64 has hundreds and hundreds of games – some of which will be similar to the game we're reviewing. So, in order for you to easily seek out another title of the same type, the 'If you like this...' box gives you an alternative choice. For example, if you liked *GoldenEye*, you might also like *Turok 2* or *Quake II*.

VISUALS What does the game do with the N64's stunning graphical power?

SOUNDS How good are the game's sound effects and music?

MASTERY How well does the game make use of the N64 and its incredible hardware?

LIFESPAN Will the game last you for months or a matter of hours?

VERDICT An overall opinion of just how good the game actually is. Plus, of course, a score.

pluses and minuses

+ Amazing levels.

– Appalling music.

If you like this...

Mickey Mouse 64
Rare
N64/45, 96%
Amazing Mario-beating Mickey Mouse action

9 VISUALS

8 SOUNDS

8 MASTERY

7 LIFESPAN

VERDICT 90%

HOW N64 SCORES A GAME

Because N64 carts are so expensive, we won't award our Star Game until we know you'll be getting your money's worth.

85% and above
Only after playing a game right through to the end will N64 Magazine consider awarding it a Star Game badge.

84% – 70%
If we award a game 70%-plus you can be sure it's fantastic fun, if not perfect, and well worth thinking about adding to your collection.

69% – 50%
Every so often, there comes along a game that's perfectly playable but just not special in any way – and simply doesn't make good use of the N64.

49% – 20%
Here you'll find games that are lazily programmed or hurriedly cobbled together, or simply weren't a good idea in the first place. These are to be avoided.

19% – 0%
The disaster zone. There have been a couple and we've not shied away from giving them the firm kicking they deserve. Absolute, wretched crud.

TEAM 64

Shadowman, then. We've waited absolutely ages for it, and now that it's turned up, we all want to be extras in a horror film. Hence the unsavoury mugshots below...

TIM WEAVER
"Bwa-ha-ha! I am the Angel of Dea- (coughs). Um, anyone got a tissue? I've got a runny nose."
GAME OF THE MONTH
Shadowman

WIL OVERTON
"I'm a Kappa – it's a Japanese water demon," said Wil, forgetting that he looked like a twonk.
GAME OF THE MONTH
Pocket Monsters Stadium 2

ANDREA BALL
"Wooh! I'm a scary Mummy!" shrieked Andrea, as all her fake tan ran down her face.
GAME OF THE MONTH
Shadowman

JUSTIN WEBB
Look! He's the devil incarnate! "Rubbish," Justin said, hiding his pitchfork under his cape.
GAME OF THE MONTH
C&C

JES BICKHAM
A week of Shadowman proved too much for Jes. "I wet myself," he admitted. "Twice."
GAME OF THE MONTH
Shadowman

MARTIN KITTS
Kittsy just smiled as he slid into the darkened photo studio. When the lights came up, Tim was missing.
GAME OF THE MONTH
Quake II

MARK GREEN
We needed a crane to position the light under Mark's chin. "It's my glands," he said in a 'cold' voice.
GAME OF THE MONTH
Quake II

PAUL EDWARDS
"Look", moaned Paul. "You just can't get the full shine of my hair in this light..." That's a bit gnarly, eh?
GAME OF THE MONTH
Shadowman

PETE TRAVERS
"I'm a zombie," wheezed Pete, "But the laydeez can't get enough. Honestly, they can't!" Spanner.
GAME OF THE MONTH
World Driver Championship

PREVIOUSLY IN N64 We've been running exclusive *Shadowman* development diaries over the last three issues

SHADO

Serial killers, dark voodoo magic and exploding zo

Acclaim's blood-drenched game of grisly goings-on and undead voodoo warriors has been a long time coming. And those of you with an aversion to small green dinosaurs and plump moustachioed plumbers (as unthinkable as that is) are going to welcome it with open arms.

Why? Well, any game that concerns itself with the end of the world and the land of the dead; and then mixes in a healthy dose of evil serial killers, a generous dash of voodoo weirdness, and the Lizard King himself – is going to be a first on the N64, and *Shadowman* features all of those things, and more. Much, much more.

But is it any good? We've got the cart here, in our trembling hands. It's the first really big game of the year. We've played it to death. We've completed it. We've seen all the sights and the many dark secrets it holds. So we are – in a world-exclusive kind of way, naturally – eminently qualified to pass judgement on it. And over the next few pages, we're going to tell you all about it.

Ladies and gentlemen, welcome to the nightmare world of *Shadowman*.

◁ *Shadowman stands high above the Undercity, Violator in hand. Whadda gun. Whadda game.*

There's a secret area inside that boat – blast the planks away to find it... ▽

INFO BURST

SHADOWMAN

FROM:	Acclaim
CART SIZE:	256Mbit
HOW MANY PLAYERS:	1
CONTROLLER PAK:	✓ (73 pages)
CARTRIDGE SAVE:	✗
PASSWORD SAVE:	✗
EXPANSION PAK:	✓
RUMBLE PAK:	✓
GB PAK:	✗

WHEN'S IT OUT?

September 1st	TBA

COST: £40

N64 MAGAZINE STAR GAME

WMAN

mbies. Shadowman is here...

SOUL MAN

The main aim of the game – apart from stopping The Five and destroying Legion – is to collect Dark Souls. There are 120 of these throughout *Shadowman*, and acquiring them allows you to pass through Coffin Gates, giving you access to later levels.

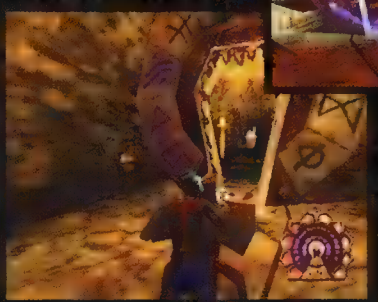
DARK SOULS

Held in chrysalis-style pods called Govi, the Dark Souls are also being hunted by Legion, hence your mission to collect them. The more of them you get, the more they're hidden in hard-to-reach places, and sprawling, secret areas, only accessible once you've got the Gad tattoos.

△ *A Dark Soul in all its pulsating glory.*

COFFIN GATES

These imposing structures are littered throughout the Paths of Shadow and beyond, and they either lead to new areas or contain important equipment. Each gate requires you to have a certain number of Dark Souls before you can open it.



△ *The power of the Dark Souls flows through Shadowman...*

◁ *...and voila! One open Coffin Gate.*

GO! GO!

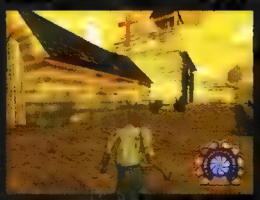
HOW IT WORKS

LIVESIDE

Shadowman basically takes place in two worlds: Liveside and Deadside. Mike LeRoi exists in Liveside, and his dark alter-ego, Shadowman, prowls the afterlife. Opening up Coffin Gates will allow you to access levels in Deadside, and once a certain level is open, you can warp back and forth from it at will. And the game is structured so that you'll be nipping back and forth to find new things all the time, opening up massive secret areas in the process. Here's a brief rundown of all the levels in the game – bear in mind that they're *huge* – with some hints of the route you should take through them, to get to Legion, the ultimate aim of the game...

BAYOU PARADISE, LOUISIANA BAYOU

This is where you start the game. Make your way to the church in the distance to find Nettie, erstwhile voodoo priestess and source of information. She'll give you the handy Desert Eagle pistol and a Teddy Bear that belonged to Luke – Mike's dead brother – which acts as a link to Deadside.



Inside the church you'll find Nettie, the voodoo priestess.

See the horizon? There's the church you have to get to.

SERIAL KILLER LAIRS

The Five are all located Liveside, and the only way to get to their respective hideouts is via the Schisms, found in the Asylum Schism Chamber. However, as Mike LeRoi, you can't harm them, so before you try to stop them you're going to have to find some way of getting Shadowman out of Deadside and into the real world...

GARDELLE COUNTY JAIL

You'll find three of The Five here, causing chaos in the midst of a full-scale prison riot. The prison is vast, though, and you'll have to contend with decapitated zombies and exploding heads as well...

Yeurch. Headless zombie alert – and that one on the floor will get back up again in a minute.

Milton AKA – Vietcong vet, sniper and not too nice.

Dr Victor Batrachian – Doctor Death to his victims.

MORDANT STREET, NEW YORK

This rotting, mouldering New York tenement is home to one Avery Marx, the 'Home Improvement Killer'. The power's out, and you'll need a torch to find your way around.

You've got to restore the power supply.

Use the elevator to get to the higher floor.

How is our hero going to jump that? There must be another way round.

This staircase once led somewhere – but not anymore.

LONDON UNDERGROUND

A fantastically evocative level, this, based on the real Down Street, a disused tube line. And who will you find here? Why, Jack, of course. Springheel Jack. Jack the Ripper...

Undead day attack! The London Underground is a risky place to be...

You can't kill the Five as Mike LeRoi... so what do you do?

Make your way through the train, to the other side.

Springheel Jack himself. Not a nice man.

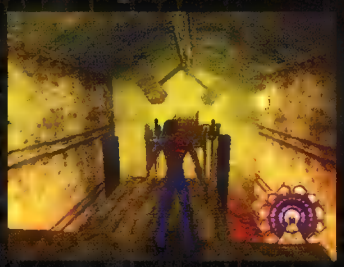
DEADSIDE

GAD TEMPLES

Deep in the Gad Temples you'll find arcane machinery that will burn powerful tattoos into your body. And the reason why? The Gads themselves grant Shadowman special abilities that come in very handy.

TEMPLE OF FIRE

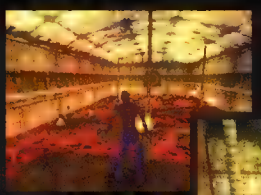
Home of the Gad Toucher, which allows Shadowman to push red-hot blocks and hang from flaming ledges. The simplest Gad Temple, this gives you the merest hint of what's to come.



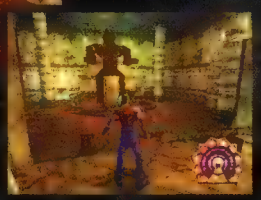
There's a great 'platform' feel to the Gad Temples. Best mind the hammers, eh?

TEMPLE OF PROPHECY

You'll find the Gad Marcher here. Once it's been burned into Shadowman's body, our dark hero can walk over hot coals without so much as a scald.



With the Gad Marcher, those coals hold no threat.



Each of the idols in the Temple holds a hidden Dark Soul.

TEMPLE OF BLOOD

The trickiest Temple, thanks to some nasty jumping and swinging action. The Gad Nager allows swimming through lava, an ability which can lead you to some huge secret areas.

Plenty of lava, here. Hot, painful and not entirely pleasant.

THE MARROW GATES

Home of Jaunty, a huge, top-hatted Irish snake with a skull for a face. He's your second friendly contact in *Shadowman*, and guards the rib-like Marrow Gates, which lead the way deeper into Deadside and, eventually, the Asylum.

THE WASTELAND

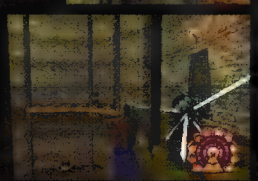
This desolate area holds, amongst other things, the huge Temple of Life, where you can trade in 100 Cadeaux for an extra chunk on your health melee. The Wasteland also holds the entrance to the Paths of Shadow, wherein the Coffin Gates wait.

ASYLUM STATIONS

The mile-high Asylum, home of Legion, is so large that the only way to reach connecting areas inside it is to use transport – hence the Asylum Station levels, which are linked across vast distances by a shuttle system.

GATEWAY

There are two routes through the Gateway, the second being unattainable until you have the Gad Toucher. And you're treated to an awe-inspiring close-up of Asylum's breathtaking size...



The Asylum is absolutely huge. Even on the inside.

CATHEDRAL OF PAIN

It's here that you can get to The Live. The Chambers hold five Schisms, grisly warp points that are linked to a particular killer's Liveside hideout.

Just one of the five Schisms. Nasty, huh?

THE ENGINE BLOCK

The Asylum is powered by a giant contraption called the Dark Engine. You'll find, later in the game, that it has to be shut down for you to succeed in your mission, and proceed to Legion. But how do you do it...?

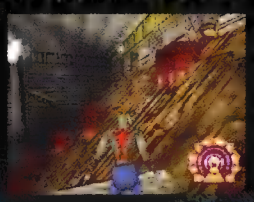
Here's where you need to be to shut down the Dark Engine.

ASYLUM HUBS

These disparate areas of the Asylum are rich in Dark Souls, and must be searched thoroughly if you want to get through any of the later Soul Gates. You'll be re-visiting the Hubs many times once you've got all three Gads...

CAGEWAYS

To get to the level proper, you're transported via a wonderfully gothic, wrought-iron dream of a train. Plenty of ropes, moving cages and other such obstacles await you.



PLAYROOMS

One of Shadowman's most disturbing levels. A flesh-creeping lullaby tinkles in the background as you move warily through white-tiled rooms smeared with blood.

LAVADUCTS

The Gad Marcher and Gad Nager are essential here, as the Lavaducts are – obviously – full of red-hot magma, and many of the Dark Souls here require you to cross, or swim, under the stuff.

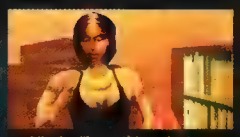
UNDERCITY

Located deep beneath the Asylum, the Undercity is dark, gloomy and swathed in atmospheric misting. As it's one of the later levels in the game, finding all the Dark Souls is very tricky...

GO! GO!

NETTIE AND JAUNTY

There are two characters in *Shadowman* who are on your side, so to speak. Nettie, the voodoo priestess



has had a vision of the apocalypse and it's her who sends you on your quest in the first place. If you go back to see her during the game she'll give you hints on what you should do next, and the names of items you should be on the look out for.

Jaunty is the Irish snake who guards the Marrow Gates in Deadside. He tends to give you a bit more detail than Nettie and even offers the occasional piece of specific information.

NOISES OFF

As we've said elsewhere, *Shadowman* features over an hour of speech, which is quite something. In fact, it's the main reason that the game was bumped up from a 128Mbit cart to a massive 256Mbit one.

And the voice acting is, in the main, splendid. Nettie's cod-Caribbean accent takes a little getting used to, as do Jaunty's Irish-isms, but they're actually remarkably good. Shadowman himself is suitably gruff and dark, and Doctor Victor Batrachian, voiced by Acclaim Teesside's very own Guy Miller, is tops. You won't forget "I am the Lizard King!" in a hurry. Or even some of the other, unprintable phrases.

THE ARSENAL OF THE DAMNED

Nothing is what it seems in *Shadowman*. Each of the sprawling levels hides equally as sprawling secret areas, there's more to the serial killers then there first appears to be, and Shadowman's arcane voodoo weapons have concealed powers....

THE DESERT EAGLE/SHADOWGUN

Given to Mike LeRoi by Nettie at the start of the game, the Desert Eagle pistol is a trusty weapon. But in Shadowman's Deadside-based hands, it becomes the Shadowgun. Kill an enemy with it, and you can consume their life-force for health. It can also be charged with the energy of any Dark Souls you've gained, thus becoming more powerful as you get further in the game.

THE ASSON

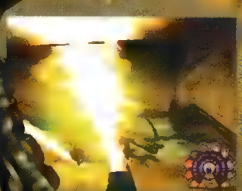
The Asson is the only voodoo weapon that doesn't have an alternative use. Described as the sacred rattle of the Mambo, it's constructed from the skull and spinal cord of an undisclosed victim, and fires a powerful ball of fire that incinerates enemies.

FLAMBEAU

Another fire-throwing weapon, the Flambeau's constant burning flame can be used as a torch, casting a gorgeous flickering glow on surrounding doors. It can also burn away the flesh doors adorned with the red flame-symbol, to reveal hidden items and areas.

MARTEAU

This ancient jawbone, when struck, sends multiple jets of flame to engulf the enemy. Also, hit any Rada Drums with the Marteau – they're a bit like bongos, usually arranged in threes – and you'll uncover an adjacent, boarded-up room.



BATON

Found in the Temple of Life, the spear-like Baton actually fires a bolt of flaming energy. But its uses are, again, twofold: plunging it into the small altars dotted around each level will warp you to another altar, usually in a hard to reach location.

CALABASH

Resembling nothing as much as an arcane bomb, the eye-searingly explosive Calabash is a deadly weapon. If you detonate it on areas marked with the Calabash Veve you'll uncover hidden items and Dark Souls.

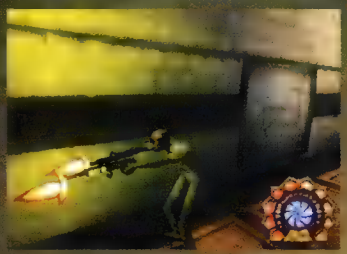
ENSEIGNE

Not a weapon, the Enseigne is a leather-bound shield (at least, we think it's leather...). Holding down the button it's assigned to will create a golden energy barrier that'll protect you from most enemy attacks. It eats up ammo, though.

LIVESIDE WEAPONS

There are also several secular weapons that can only be used Liveside, but nonetheless come in very handy when mowing down headless undead and angry serial killers.

0.9 SMG AND MP.909



A pair of delicious automatic machine guns. The MP is the more powerful of the two, while the SMG bears a remarkable similarity to GoldenEye's ZMG (itself an Uzi wannabe).

SHOTGUN

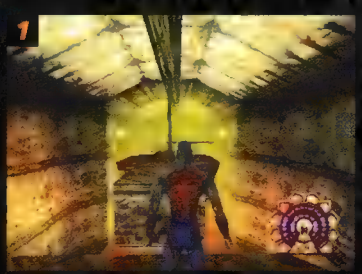
No game that involves guns would be worth its salt without a shotgun. It's slow, and it takes ages to reload, but shoot something point blank with this and they won't be getting up in a hurry.

THE VIOLATOR

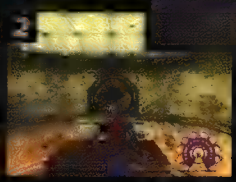
Now this is class. Although not strictly a Liveside weapon, as it's found Deadside, this evil-looking beast can be used in both places with impunity. Fitting snugly onto Shadowman's fist, the Violator revolves menacingly, and is ringed with three vicious blades. Best of all, though, it'll shred an enemy in seconds, leaving nothing but a cloud of red mist. Ace.

SHADOW SECRETS

Secret areas. They're everywhere in *Shadowman*, and you'll find that practically every level in the game contains vast and hidden expanses. Here's an example of one such area, in the Temple of Fire, where you get the Gad Toucher.

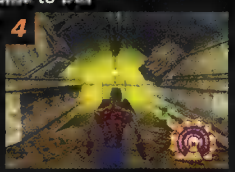


1 Once you've got the Gad Nager from the Temple of Blood, come back to the Temple of Fire. The Gad Nager allows you to swim through lava, which is incredibly handy later in the game, when you'll be searching everywhere for hidden Dark Souls.



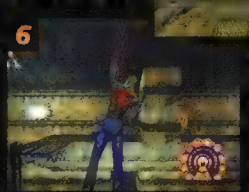
2 After the first area of the Temple, you'll come to this small room, containing a central block surrounded by scalding lava. Take a chance, and dive in...

3 ...And look! A submerged tunnel. Try getting to it without the Gad Nager, though, and the boiling lava will burn you alive, which isn't a pretty sight at all.



4 Swim through the tunnel and you'll come to this room, festooned with huge bone-breaking hammers. And there's no obvious way across it...

5 Aha! But there, on the right-hand ledge, is a switch. Make your way over to it and hit the action button (Left-C). That should do something.

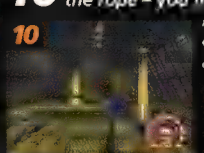


6 And it does. A rope extends midthways across the room, allowing you to reach the platform that leads to the exit. Jump up and swing across it.

7 Unfortunately, activating the rope has awoken the Sisters of Blood, the guardians of the Dark Souls, who tend to make your life a misery in the Gad Temples.

8 Finish them off and exit the room – you'll come to this area, containing a maze punctuated by shafts of light that fall from the ceiling.

9 Make your way through the maze. At the end of it, you'll find another switch. Activating it will cause another rope to appear, high above the maze.

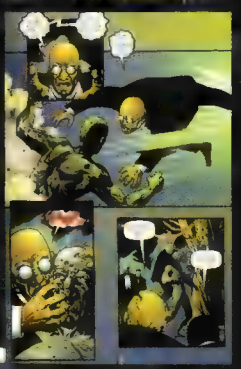


10 Go back through the maze and swing across the rope – you'll come to a hole atop one of the maze plinths, the only way out of the room. And the Sisters are once more awake...

11 So drop down the hole quickly, and follow the stairs. Your prize? One Gavi, which holds one Dark Soul. Use your Shadowgun to claim it. Only 119 Dark Souls to go...

COMICALLY SPEAKING

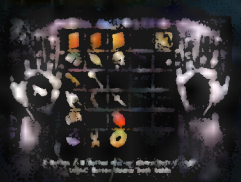
The Shadowman video game is based, surprisingly enough, on the Shadowman comic in much the same way that Batman & Robin is based on Batman comics. Which is to say that it's based on the first six years of the comic, which were written by Steven T. Seagle, who some of you may know from other horror-style comics such as *Hellblazer* and more recently, *Preacher*, both of which were superb.



Interestingly enough, another Shadowman writer – Jamie Delano – went on to write Hellblazer, meaning that the comic of the series' writers were all mostly associated with Acclaim's Hellblazer game.

BEAR ESSENTIALS

One of the enemies in a [illegible] level can be seen [illegible] to it when you're [illegible] with the aid of [illegible] Dark Souls is Mike [illegible]'s dead brother, and Mike [illegible] for his death, [illegible] the Tooth Bear's link to [illegible]



[illegible] Shadowman will use it to [illegible] into a [illegible] [illegible] [illegible]

HORROR BOOM

1999 is turning out to be quite a year for horror on the N64. First we had *Castlevania*, now *Shadowman* and there's *Resident Evil 2* to look forward to in November. We've yet to play a finished version of *Resident Evil 2* but one thing's for sure: *Shadowman* kicks the living daylights out of *Castlevania*. Konami's game was good, and full of

vamp-filled fun, but it also came chock-full of annoyingly pin-point jumping, which became increasingly unfair as the game progressed. *Shadowman* simply does everything far, far better.

JUMP AROUND

Shadowman features its fair share of jumping, climbing and swinging, as any 3D game worth its salt has to. What's amazing, though, is that there is only one instance in the game where it gets a little irritating, and a little unfair, and that's in the third Gad Temple, the Temple of Blood. There's a quite tortuous route to

where you get the Gad burned into your body, and when you do get there, you have to fight the Sisters of Blood whilst skipping over sinking platforms that are surrounded by lava. It's not bad going, though, considering just how much there is to the game.

FIVE ALIVE!

Check out Nettie's File and you'll find FBI profiles on The Five, the unhinged serial killers Legion has employed to bring about apocalypse. They're a nasty bunch, as you'll find when you eventually get to them. Here are a couple of our favourites.

AVERY MARX (THE HOME IMPROVEMENT KILLER)

Avery is a truly disturbing and frightening creature, as you'll find out when you confront him in his dilapidated New York Tenement, which is cold and dark because the power's out. Avery earned his nickname from making furniture out of the bodies of his victims...

◁ *He truly is a very worrying man indeed. Be prepared to sleep with the lights left on...*

Avery Marx hunts you down in the dark with night-vision goggles. Yoiks. ▷

JACK 2

Making his home in the wonderfully-realised London Underground, Jack 2 (actually the original Ripper) was employed by Legion to create the Asylum. As well as killing him, you'll have to find his Schematic, the architectural plans for the Asylum and the Schisms.

▷ *Jack the Ripper. Architect and mass murderer.*

△ *You'll first meet Jack in the game's introductory cut scene.*

You'll need Jack's plans for the Asylum, for later in the game. ▷

SHADOW MOVES

Mike LeRoi and Shadowman are equipped with a flexible and extensive set of moves. The control system is much like *Zelda*'s and includes a lock-on that enables you to strafe around the enemy. Here are a few details...

AMBIDEXTERITY

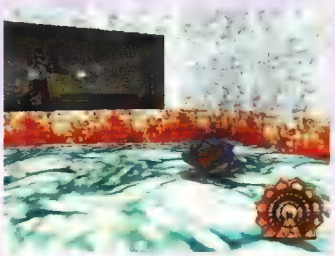
Brilliantly, you can equip Shadowman with an item in either hand, with the left and right hands bound to Z and B respectively. It's a superb system, especially in combat, where you can decimate an enemy with a double-weapon attack.

△ *A Violator-Enseigne combo. You don't want to be stood in front of that.*

Two hands, two fantastic weapons. Twice as much power! ▷

ROLLING

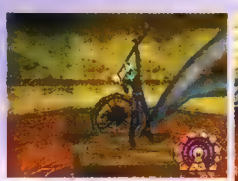
As well as rolling forwards, holding down the strafe button (R) allows you to roll to the side. And, if you're holding weapons, you can roll and shoot at the same time. Top stuff.

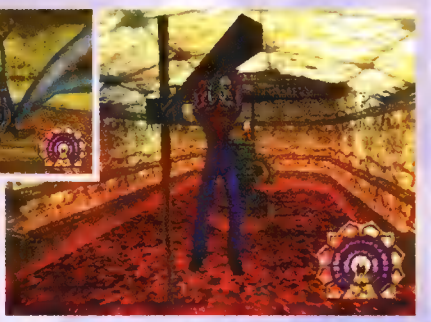


△ *About to roll and shoot amidst the prison riot.*

SWINGING

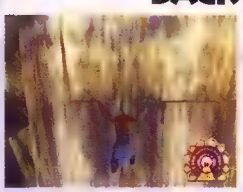
Shadowman can grab onto a rope or pole and monkey-swing his way across it, which is especially useful in the Gad Temples, as such obstacles are in abundance.





△ *Watch out for the scythes dotted around in the Temple of Blood.*

BACK-JUMPING



△ *A very useful move indeed, as it's the only way to get to certain platforms.*

A great move, this. At times you'll see tiny ledges – which Shadsy can grab onto by his fingertips and sidle along – with platforms opposite them. Push up on the analogue and Shadowman will bring his legs up against the wall, then press jump, and our hero will leap backwards, hopefully onto the platform.

THE RETRACTOR FACTOR

There's plenty to do if you're going to succeed in *Shadowman*'s quest. One of the more important items in the game is the Retractor, a grisly item used to open the Schisms. There are three hidden in the game – here's how to find one of them...

1 One of the Retractor Chapels can be found in the Asylum Playrooms level. To get into the Playrooms, you first have to swim through a lengthy, blood-filled tunnel complex.

2 You'll surface into an ambush. Vanquish the bad guys, head towards the door on the same level, and keep on going.

3 Follow the walkway over the blood lake (which, when you explore the level properly, holds submerged doorways to later parts of the level).

4 In the next tunnel, turn left and follow the grimy brick corridor down...

5 You'll enter a room where the door is guarded by two Brutal guards, armed with antique rifles. Take them out and proceed...

6 ...To the Retractor Chapel. Impressive, no? You may remember the design sketches for this from last month's Shadowman diary.

7 Inside the Chapel is a Retractor. Simply walk up to it to grab it. There are two more in the game and you'll need them both to get to other members of The Five...

8 Use Luke's Teddy Bear to warp to the Cathedral of Pain, where the Schisms are held. Take one of the four doorways on the left and right of the room.

9 In this instance, we've gone towards Jack the Ripper's Schism. You'll come past his 'shrine' on the way up.

10 And here's the Schism itself, a skinned torso that, when ripped open, becomes a gruesome warp portal to Liveside.

11 Equip a Retractor, use it, and Shadowman will plunge it into the Schism's chest. It's not pleasant, but it has to be done.

12 Press the Action Button (Left-C) and you'll be sucked, impossibly, into the Schism. Best get ready to meet old Jack, then...

AMMO WHAMMO

Whilst the Lunacy weapons in *Shadowman* all use regular ammunition – the Voodoo selection – the Deadside weapons (Mastery, Hell's Kitchen and all use a different type of ammo that can only be found in Deadside. Taking the shape of small, golden voodoo skulls these power your voodoo weapons – the more powerful the weapon the more skulls are used. The Flamboyan, for example, uses more than

the [illegible] in some areas and the Calabash Vines and Lizard the flesh-moss pustule pulls but not [illegible] the Shadowman to stock up on [illegible]

CADEAUX

The Cadeaux are the evil archetype things dotted around Deadside and [illegible] You'll get a [illegible] lovely hundreds of them in the game and be sure to collect them all as they're used to increase Shadowman's health to [illegible] Once you've collected 100 C[illegible] head to the Temple of [illegible]

In the Wasteland and you can trade them in for an extra 'chunk' of your health meter. Be sure to [illegible] going to collect all the health that you can get your hands on later in the game.

GO! GO!

△ A Duppie, one of Deadside's unpleasant residents.

▷ The Wasteland – there are plenty of secrets to be found, here. Just you wait and see.

▽ The entrance to the Asylum.

Opening a Coffin Gate. Looks painful, eh? ▷

▽ The train that takes you to the Cageways.

Three years in development, a massive 256Mbit cart, and a truly epic sense of scale. Those are three things that *Shadowman* has in common with the mighty *Legend of Zelda*... and there's also a fourth: *Shadowman*, quite simply, is a wondrous example of videogaming at its creative and innovative best.

Of course, we always knew that *Shadowman* was going to be good, but just *how* good was a question that only playing the game completely through would answer. Acclaim's dark adventure is so thoroughly complex, sprawling and laced with such rich and splendid gaming flourishes, that merely explaining the game can't convey quite how much there is to do, and see, and enjoy. That *Shadowman* is a third-person adventure along the lines of *Zelda*, and, to a lesser extent, *Tomb Raider*, is true. That it is plot-heavy, with reams of cut scenes and over an hour's (an hour's!) worth of speech is also correct. And Acclaim's reckoning that it could take 70 hours to really, utterly, complete the game, too, can be believed.

But it's the vast, yet tight, structure of the game that needs to be understood. Each of the game's 20 'levels' (although,

MASTERY ***The game manages to present dark and disturbing subject matter without resorting to crude shock tactics.***

△ A winged variant of Duppie. They spit bright green goo at you.

again like *Zelda*, the game doesn't progress through them in a traditional linear fashion) is *huge*. Technically, they're all marvels; when you first step out in front of the Asylum, you'll gasp at its size. The church on the horizon in the opening Louisiana Swamp level can be reached, and entered. And you'll lose count of the times that you'll enter rooms so cavernous you'll wonder how Acclaim managed to do it with no fogging. *At all*. Make no mistake, this game is gigantic, in every respect, from the length of the challenge it presents to the areas that you'll be making Mike LeRoi – and his dark alter-ego – explore

△ One of the portals. You reach one every time you kill one of The Five.

Shadowman prepares to do some severe damage with the mighty Marteau. ▷

△ The Gad Toucher allows you to grab onto these flaming pillars.

The first time you visit, say, the Asylum Gateway, you'll see perhaps half of it. Everything has been designed to be re-visited; once you've got the Gads – themselves housed in sprawling temples – whole new areas open themselves up to you. Swimming beneath a lake of lava may reveal a tunnel; an unreachable door lurks tantalisingly beyond a walkway of red-hot coals; and fiery blocks prevent passage to places unknown.

Everything in the game has been placed with the player's inquisitiveness in mind, right down to the smallest detail.

LIFESPAN **Shadowman *is stuffed to bursting point with things to do and secrets to find.***

and tweaked and balanced to near-perfection. At no time do you feel completely lost, or stuck – there's a way out, and a way in, to everything. Acclaim know that the player will want to see what's beyond what they can reach: how to get to the doorway accessible only by an inch-thick ledge; why exactly a Dark Soul has been placed in plain sight yet with no visible means of getting to it. This is a game as cerebral as it is action-packed. You'll be constantly thinking and wondering as well as making the odd glorious leap of faith. *Shadowman* is engrossing, challenging, immensely rewarding and presents endless, joyous possibilities. It's an achievement of which Miyamoto would be proud, and demands that you enjoy every single moment of the game as opposed to simply getting to the final screen.

And there's just so much to *do*. As well as scouring the Asylum and Deadside areas for Dark Souls, and re-visiting them once you've got the Gads and the Poigne (spiked armbands that allow you to climb the Blood Falls), you need to find – for example – the Retractors that will crack open the ribs of the Schisms, the three parts of the L'Eclipser dagger (you'll have to find out for yourselves what *that* does) and so on.

And yet, the game is not simply about eking out every tiny secret. Although, early on in the game, things can get a bit lonely as you ferret out enough Dark Souls to open more Coffin Gates, the threat of The Five offers an ever-present air of dread and urgency. Once you've progressed to the point where you're in with a chance of beating them (and here's a hint: you won't as Mike LeRoi, and Shadowman can't travel Liveside...), *Shadowman*'s much-trumpeted 'mature' side comes to the fore. The prison riot is superb, especially when you get to the three serial-killing perpetrators, and the New York Tenement level is astoundingly atmospheric. Taking a cue from Silence of the Lambs, the resident evil (excuse the pun) hunts you down in the dark with the aid of night vision goggles. Perhaps best of all, though, is the London Underground, which is simply cracking, fantastically communicating what it would be like to roam the deserted tube at night, hunting down a serial killer.

Which brings us to the game's horror-based content. Yes, it is violent, much as many videogames are, but it's not gratuitous for the sake of it. You *will* find zombies with exploding heads, but the main thrust of *Shadowman*'s more adult style is bound up in the atmosphere. The game's exceptionally strong plot – there's a *killer of a twist* when you finally get to Legion – is responsible for this. It's a psychological horror that *Shadowman* presents, rather than a visual and graphic one, taking in elements from films such as Seven, Hellraiser and Jacob's ladder, as well as nods to comics like Preacher, Hellblazer, Sandman and more. The game manages to present dark and disturbing subject matter without resorting to crude shock tactics. Be warned, though, there *is* swearing, (and it is completely in keeping with the characters in the game – Mike LeRoi isn't exactly a saint) and that's why there's a certificate on the front of the box. Please take note of it.

Elsewhere, there's so much more to the game that we just don't have room to talk about it all. The suitably evocative FBI casebook, with psychological profiles and histories on all of The Five, the book of The Prophecy, which is full of indirect hints and tips about *everything* via a deck of excellent Tarot-style voodoo cards, a glorious hi-res mode... the list just goes on and on. Any criticisms are few. In both hi-res and regular resolution, the game gets a little bit jerky, but never enough to spoil things – and both modes run at pretty much the same rate anyway. The control isn't quite as fluid and intuitive as *Zelda*'s, but it's light years ahead of Lara Croft's clumsy posturing.

What we have, in the end, is the first game to follow *Zelda*'s path and it stabs, with a dark and rusty blade, towards brave, new directions. We've made many comparisons between *Shadowman* and Shigsy's masterpiece in this review but don't be mistaken, they're very different games. Whilst *Shadowman* can't quite live up to Link's majestic exploits, what they have in common are vast, believable worlds and an unparalleled sense of both freedom and interaction. *Shadowman* puts its own pitch-black spin on it, making a game that we thought we'd never see – something that, on gameplay terms alone, is superbly crafted but also offers a gloriously dark and serious storyline.

Shadowman is a dark and glittering jewel in the N64's gaudy crown. Open the door, step into the night, and revel in its bloody charms. You won't be disappointed.

JES BICKHAM

pluses and minuses

+

- A massive challenge.
- Splendidly balanced gameplay.
- Dark, disturbing and serious.
- Serial killers!

–

- A little jerky.
- Too big a challenge for some?

If you like this...

The Legend of Zelda: Ocarina of Time
Nintendo
N64/24, 98%
Shigsy's finest hour and The Best Game Ever™.

9 VISUALS

Fantastic lighting complements already clean, crisp and superb graphics.

8 SOUNDS

Suitably moody tunes and some top effects.

9 MASTERY

Acclaim have wrung every last drop out of the N64.

9 LIFESPAN

A huge challenge – getting all 120 Dark Souls may well take you 70 hours.

VERDICT

Shadowman is all that we hoped and much, much more. An out-and-out bloodstained classic.

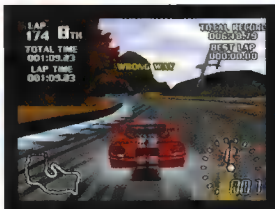
N64 STAR GAME

93%

PREVIOUSLY IN N64 Tim blew *World Driver Championship* wide open with N64/28's Special Investigation.

THE ULTIMATE MACHINE

Pictured below is the '99 Mystic A, *World Driver Championship*'s ultimate racing machine. Before Team Excalibur allow you to get your hands on it, you have to be ranked first in the world, which means you have to beat the game. And is it worth it? Yup, as it's incredibly light, and has maximum Top Speed, Acceleration and Handling stats. Lovely – although it's so fast, you'll be hard pressed to get it around a course without crashing every few seconds.



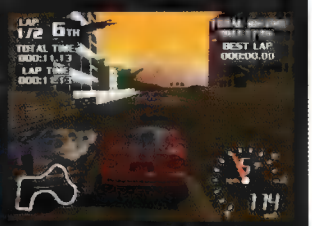
◁ See the glider in the distance? Now that is attention to detail.

Zurich – the course of kings. And beautiful to boot. ▽

△ A plane takes off in the distance at Zurich. Impressive, no?

△ A bridge. At Sydney. Nice shadow effects on the road.

The two player mode – jolly good fun, too. ▽



△ A close shave, here. You'll be spinning like a fool if that car hits you.

WORLD DR CHAMPION

Midway bring us a slice of true racing brilliance.

INFO BURST

WORLD DRIVER CHAMPIONSHIP

FROM:	Midway/Boss
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1/2
CONTROLLER PAK:	123 pages
CARTRIDGE SAVE:	✗
PASSWORD SAVE:	✗
EXPANSION PAK:	✗
RUMBLE PAK:	✗
GB PAK:	✗

WHEN'S IT OUT?

Now | Sept 24th | TBA

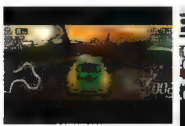
COST: £40

This is turning out to be an absolutely fantastic second half of the year for the N64. Think of what's coming up: as well as *Perfect Dark*, *Donkey Kong 64* and *Jet Force Gemini*, there's the superb *Shadowman* (turn to page 46 of this very issue), *Hybrid Heaven*, *Quake II* (page 66), *Resident Evil 2* (page 30), *Turok: Rage Wars*... and this, the biggest surprise of the year so far.

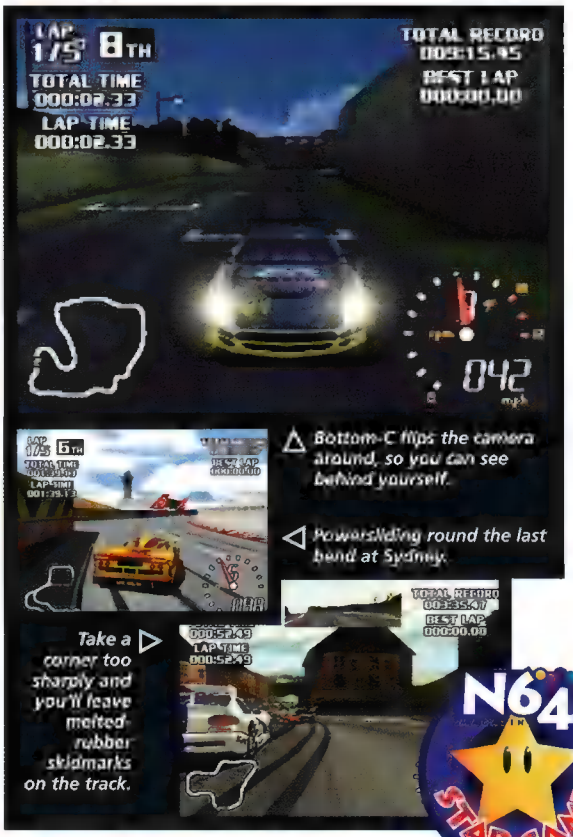
We've been following the progress of *World Driver Championship* with gusto since the first screenshots were released, about, ooh, a year ago. It always *looked* promising, but other than that, not much was known about. Well, we've played it to death now. And the verdict? Read on...

Res limit

World Driver Championship, it has to be said, is a thing of graphical wonderment. Unlike *Top Gear Rally*, which Boss Games used as the basis for their *Gran Turismo*-alike, *WDC* is absolutely jam-packed with plentiful background detail, strong, bright colours, moving reflections and endless other smile-inducing touches.



The best news, though, is that there's also a high resolution mode... which runs, incredibly, *without* the aid of an expansion pak. You're forced to play the game in a widescreen letterbox, unfortunately, but the result is something that can easily hold its head high with the likes of *Turok 2* and *Zelda*. Marvellous stuff.



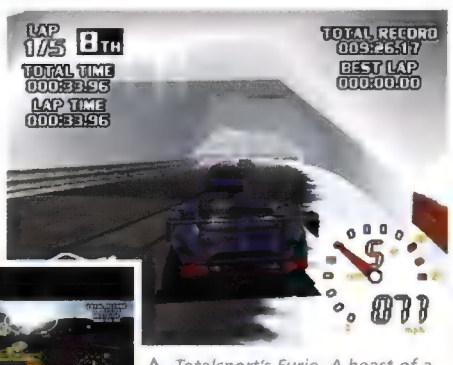
Bottom-C flips the camera around, so you can see behind yourself.

Powersliding round the last bend at Sydney.

Take a corner too sharply and you'll leave melted-rubber skidmarks on the track.

N64 STAR GAME

IVER SHIP



The high resolution letterbox mode in all its glory. Special, no?

Totalsport's Furio. A beast of a machine, but it slides all over the place.

TEAM 64

The main aspect of *World Driver Championship* is the emphasis on your own career. At the start of the game you'll be ranked 30th in the world; it's up to you, by winning races and accruing points, to ascend through the ranks with the aim of getting to number one. As you get more successful, various racing teams will try to entice you to race for them, with the glittering temptation of new and faster cars. At the start of the game, two teams are available for you to choose between, both armed with bottom-of-the-range vehicles.

SPEEDCRAFT

These cheery, confident Americans will offer you the '97 Stallion SRC to begin with. It's a heavy old beast, though, despite a reasonable top speed, and proves to be difficult to control with accuracy.

KOHR RACING

These companionable Mexicans put emphasis on friendship, and despite their cars being lightweight and not quite as good as the competition, offer a more human team than the mostly ruthless others.

and then...

There are 15 racing teams in *World Driver Championship*, all of which you'll *eventually* get to play around with. Here are some of our favourites...

VIEWPOINT

They may be incredibly arrogant, but the Italian Viewpoint team's Lotus-alike Elan TTs are fast and handle well, even if they don't have the tightest of turning circles.

REEDS

Run by Reginald Goldsmith – driven to make his father proud of him, or so he says – the Reeds R12 Mantas turn like small countries, but hardly ever slide out of control.

EUROSPEC

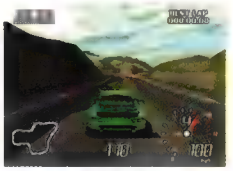
Eurospec's Ram Venom GTR'S possess both pleasing acceleration and top speed, plus a comfortable compromise between nippy handling and powersliding slippiness.

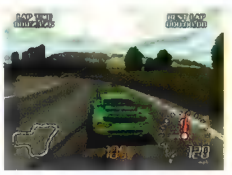
TOTALSPORT

Resembling nothing as much as monstrous Porsche's with flared wheel arches, Totalsport's Furios are incredibly quick but alarmingly lacking in traction. One for the experienced player.

WELL TRAINED

There's much more to *World Driver Championship* than simply racing the, erm, championship. There are a plethora of other modes, including two-player, time trial, practice laps and arcade race. There's also a training mode, too, which is incredibly helpful when getting to grips with the game's demanding physics system, as it shows what speeds you should be travelling at on what parts of the course, how much you should decelerate on certain corners, and so on. Great stuff.





CRASH TAB-DIEOUT

There are some top Crash-mandu style car-knackery shenanigans to be had in *World Driver Championship*. Although the cars themselves can't be damaged, we've spent an unfortunate amount of time trying to flip our cars into the air. The only time we've managed so far to get all four wheels off the ground is by driving head-on, at well over 100mph, into a wall on the Sydney track. Think you can do better? You know what to do...

GO! GO!

TRIAL OF CHAMPIONS

World Driver Championship **is divided into two main championships, GT2 and GT1. Completing GT2 – which consists of ten cups, each requiring you to race on an increasing number of tracks – will allow you to access the GT1 championship, with all-new teams and cars to race against and acquire. Following is a potted run-through of the GT2 championship.**

Novice Cup

Tracks: Rome A, Hawaii A (two laps each)

A gentle start to proceedings, consisting of two short laps apiece on *WDC*'s two most straightforward courses. A great starting point.

ROME A

Although Rome A is the game's gentlest track, it's also the experts Time Trial choice. Once you've got used to the game's slide-happy physics, it's possible to whip through the track with nary a touch on the brakes. The only corner that requires serious speed-sappage is the evil turn just before the house-lined street; otherwise, learn to whip through the other chicanes on a fairly straight line.

You can take this long, sweeping corner at well over 100mph.

Spider Cup

Tracks: Hawaii C, Kyoto A (two laps each)

Another relatively simple cup, despite the presence of the evil Kyoto A track, which requires *plenty* of practice, plus a new route through New Zealand.

HAWAII C

The other 'easy' track in the game, Hawaii C is for the most part a relaxing succession of gentle bends, only a couple of which require a stab of the brakes. Graphically, it's one of the most colourful environments in *WDC*, and the moment where you hurl out of the tunnel near the finish line into some blindingly gorgeous lens flare is one to be treasured.

It's quite simply the most gorgeous game in the world. Almost.

Emperor Challenge

Tracks: Rome B, Kyoto B, New Zealand C (three laps each)

The difficulty gets ramped up in the Emperor Challenge, with three, three-lap races, two new routes through Rome and Kyoto, and New Zealand making its first appearance.

NEW ZEALAND C

The contrasting lush greenery and parched earth of New Zealand make for a bright, visually compelling and interesting track – cornering skills are really tested here. A couple of sharp corners are bordered by spin-inducing sand, making astute braking essential, and it's possible to slingshot yourself around the final circular bend at over 100mph without hitting the grass or overturning. If you're good.

A nice long straight, here. Best get some speed up.

Seasons Cup

Tracks: Rome B, Hawaii B (reverse), Kyoto B (three laps each)

Despite the by-now reassuring reappearance of Rome and Kyoto, the Seasons Cup wrongfoots you by asking you to drive around a reversed Hawaii B.

KYOTO B

The first time you encounter Kyoto, in any of its incarnations, you'll find some fine gentle bends sprinkled liberally amongst a nightmare of right-angled corners, three of which lead up to the finish line. And there's a corner halfway around the track that'll lose you the race unless you slow *right* down and hug the inside of the bend. Nasty.

Take this corner a fraction later and you'll have lost the race.

Driver's Challenge

Tracks: Las Vegas A, New Zealand C, Lisbon C (three laps each)

Two new tracks are thrown at you in the testing Drivers Challenge, with success requiring plenty of practice laps and a good qualifying position on each.

LAS VEGAS A

A confusing mix of night-driving and dazzling neon garishness, Las Vegas won't allow you to make a single mistake. The first corner is a right angle, surrounded by swathes of sand that will both slow you to a crawl *and* send you spinning. Two more follow, with only the final loop offering any respite.

See that huge neon guitar? This has got to be Vegas.

△ Black Forest's corners are absolutely fatal. Best drive slowly.

Despite the presence of Lisbon C, which, whilst not easy, has at least been raced on before, a reversed New Zealand and the all-new Black Forest conspire against you.

Orca Cup

Tracks: New Zealand B (reverse), Lisbon C, Black Forest A, (three laps each)

When you test drive a car, Black Forest A is the track you can try-out your prospective new motor on – and with good reason. Despite being by far the shortest track in the game, it's a riot of incredibly harsh, twisty-turny corners, replete with the-fatal sandtraps already seen in New Zealand, making it almost impossible to get near top speed.

BLACK FOREST A

Number eight on the starting grid. Got a lot of catching up to do. ▷

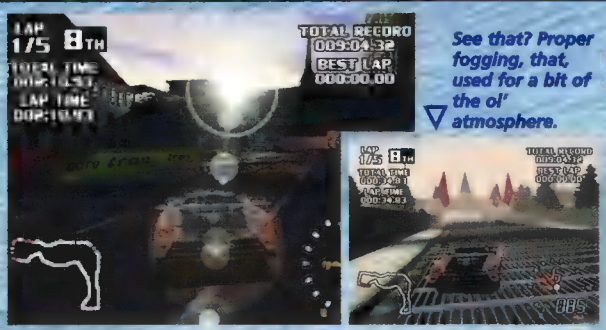
The Endurance Cup is well-named, consisting of four races at a stamina-draining four laps each. It's just a taste of things to come, though...

Endurance Cup

Tracks: Las Vegas B (reverse), New Zealand A, Rome B (reverse), Lisbon C (reverse), (four laps each)

The reversed Rome B is almost as hectic as its right-way-round brother. Some of the chicanes that could be hurtled through before now require a lighter touch, but it still remains one of the fastest courses in the game. Try and beat our top speed of 163mph on the final straight leading up to the finish line...

ROME B (reverse)



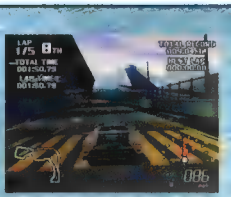
See that? Proper fogging, that, used for a bit of the ol' atmosphere. ▽

Despite the lengthy races, the Ring of Fire Cup is one of *WDC*'s finest, as it throws in some of the game's very best courses along with the brand-new Zurich.

Ring of Fire Cup

Tracks: Zurich A, Lisbon A, Rome C, Kyoto C (five laps each)

As well as providing a superbly-designed raceway, Zurich is an absolute graphical marvel. Exquisite detail, reflective lakes and planes that fly terrifyingly close overhead when you reach the airport are all impressive enough, but it's the translucent mist – used in one section to brilliant effect – that really stands out.



ZURICH A

△ Hi-res snowbound racing nonsense. Lovely.

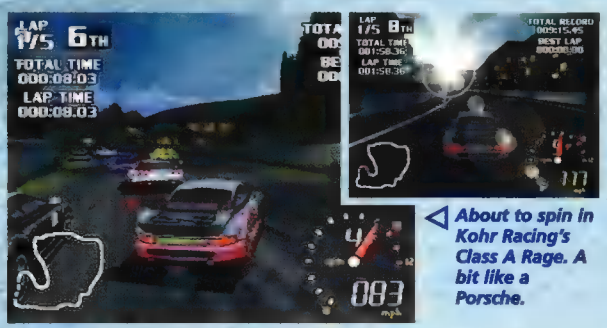
A tremendously difficult, but richly rewarding cup, throwing in two fiendish reverse tracks along with the slippy-slidey ice world that is Les Gets.

Ultimatum Cup

Tracks: Les Gets A, Hawaii B, Las Vegas A (reverse), Rome C (reverse), (five laps each)

A winter wonderland, Les Gets is a fairly straightforward track, with two exceptions: the problematic circular turn three-quarters of the way round, and the vicious hairpin just before the finish line. Tremendous speeds are attainable on the initial straight that leads to the small incline.

LES GETS A



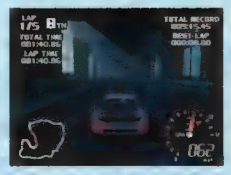
◁ About to spin in Kohr Racing's Class A Rage. A bit like a Porsche.

Yup, one track, 15 laps. The Invitational Cup is the course that the word 'gruelling' was invented for. Your only hope is to get an early lead and keep it.

Invitational Cup

Tracks: Lisbon B (reverse), (15 laps)

A fittingly tricky course to end the GT2 championship on, but yet another graphically stunning one; it takes place at dawn, and the piercing early-morning sun makes for some truly blinding lens flare. Otherwise, the narrow streets and plentiful turns are the stuff of the true *World Driver* professional.



LISBON B (reverse)

GO! GO!

KANGAROO COURT

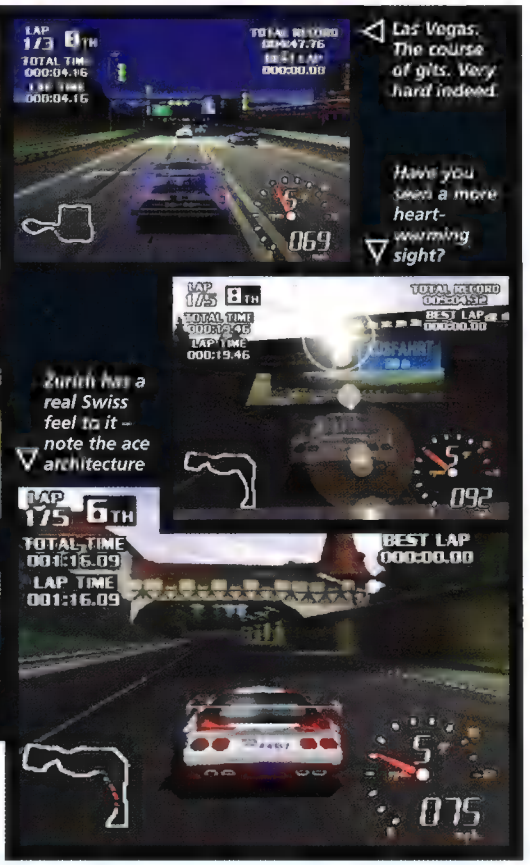
World Driver Championship contains ten tracks, each with ■ possible three routes and also playable in reverse (*not* Mirror Mode, à la *Mario Kart*). The GT2 event only takes place over nine of these tracks; the tenth, Sydney, is only encountered when you make it through to the GT1 event. And what's it like? Fantastic. Wide roads, some superb corners and ■ bewildering amount of extraneous detail – jet fighter formations scream overhead, skyscrapers and bridges tower over you – make it one of the best tracks.

GOLD BLEND

You're required during the game to acquire a certain number of gold, silver and bronze trophies to open up later cups (such as the Orca Cup, Endurance Cup, and so on). The following table shows which cups are needed to advance in the GT2 event:

Event	Cup Requirements (Gold/Silver/Bronze)
1	0-0-0
2	0-0-0
3	0-0-1
4	0-1-0
5	2-2-0
6	3-2-0
7	4-1-0
8	7-0-0
9	8-0-0
Invitational	7-0-0

A spinning camera introduces the two-player game.
LAP TIME 000:00:00
LAP 1/3 2ND
Lots more gorgeously rendered fog. Or mist, to be precise. Ain't it great?


Las Vegas. The course of gits. Very hard indeed.
Have you seen a more heart-warming sight?
Zurich has a real Swiss feel to it – note the ace architecture
LAP 1/5 6TH
TOTAL TIME 001:16.09
LAP TIME 001:16.09
BEST LAP 000:00.00

This has come as an *utterly* pleasant surprise. Boss Games are to be heartily congratulated on bringing us their latest: ■ bionic, supercharged regeneration of *Top Gear Rally*, which was butchered, stripped apart and rebuilt from scratch so that *World Driver Championship* might exist. It's the perfect counterpart to Video System's *F1 World Grand Prix* (and its sequel) and *V-Rally* – both games that stand on the N64 as definitive representations of their genre – quite simply because it's ■ superlative racing game.

A first-person view, complete with rear-view mirror. Aces.

The reasons for this are many, but it's not something that grabs you immediately. *World Driver Championship* is a game that requires perseverance, and effort, but the rewards repay your time investment tenfold. The chief reason for this is the cars' handling: it's incredibly slide-happy. Whereas most people might prefer a mite more grip on the roads, *WDC*'s cars are quite happy to skid wildly out of control should you take a corner too sharply. It's highly frustrating at first; you'll spend your first hour or two with the game spinning in circles, shouting at the telly and wishing the cars handled a bit more 'realistically'. But... you'll get the hang of it. Eventually. And it's then that the game shines brightly.

Like *Top Gear Rally*, but to a lesser extent, *World Driver* puts emphasis on the powerslide. That is, you'll slide sharply into a corner, and then push in the opposite direction to control the skid, bringing you out of the turn lined up in the correct direction. And it's *essential* to brake on corners – you'll learn to slide around bends at speeds over 100mph eventually, but sharper turns absolutely demand that you slow right down, take the turn, and accelerate out of the bend. You'll come to realise that the physics in *World Driver Championship*, despite their exaggerated nature, are actually expertly constructed; there's a steep learning curve, granted, but the whole thing's designed so that you *will*, in time, get better. With practice, whipping around the chicanes of Rome becomes second nature and once you *have* got the hang of it, it's an incredibly exhilarating ride.

The various cars in the game – numbering over a splendid 33 in total – all handle markedly differently, and demand different approaches to cornering. For instance, the two cars you can choose from at the start of the game – Speedcraft's Stallion and Kohr Racing's Rage – both require a different touch. The Rage feels like it's made of tin sheeting in comparison to the hulking Stallion. The earlier cars are agonisingly slow, too, but things speed up considerably once you've won the first few cups in the championship.

And the championship mode itself is another stroke of casual genius. Opening up a new track or completing a tough cup is thrilling, and having different racing teams compete for your skills is nothing short of genius. As your ranking increases, teams will 'headhunt' you with the promise

The best driving game we've got? Along with F1 World Grand Prix, yes.

MASTERY **World Driver *has a steep learning curve, granted, but the whole thing's designed so that you will, in time, get better.***

PLAY IT AGAIN, SAM

Stunningly, *World Driver Championship* includes a complete replay option, meaning that – when a race has ended – you can watch your *entire race* from several incredibly cinematic camera angles. It plays in hi-res, too, making it look like it's come straight from Le Mans. Stunning stuff.

You can also save an entire race (up to five laps) onto a controller pak, should you have driven in a particularly faultless manner and wish to keep your efforts for posterity. We've found the best use for the replay is to point out Martin's many mistakes in the two-player game, where he invariably embarrasses himself with terrible driving. Brilliant stuff, and three cheers for Boss Games for implementing such a novel feature in such a marvellous manner.

The wonderfully effective side-cam view. ▷

△ *It's like watching a film – it really is that good.*

It doesn't come much better than this, does it? Absolute top stuff. ▷

of better and faster cars, allowing you access to the better machines in the game. However, stay loyal to one team and you'll get to their advanced machines, perhaps quicker than you would by leaping to another team; and if you join and leave too many teams, this could have an adverse affect on how some others see you. For instance, joining Eurospec will bar you from joining Lassiter later in the game, purely because the two teams hate each other's guts. It's up to you to balance the need for better cars with loyalty to the teams that have helped you, and putting this emphasis on your very own career adds a splendidly personal touch to proceedings.

Elsewhere, the ten tracks in the game – each containing three individual and different routes through them – are faultlessly designed, mixing high-speed straights with gentle bends, right-angled corners and chicanes that the skilled player can hurtle through in a straight line. You'll soon have your favourite tracks, ones that you'll learn to whip around flawlessly; Rome B is one of Team **64**'s, with the gorgeous Sydney and Zurich coming close. And the background detail on each track is staggering: houses, churches, windmills and forests border the tarmac; planes fly overhead; you can race through airports, city centres and Japan on a dusky evening. And despite the mind-boggling amount of detail, the game runs in a silky-smooth manner, with no slowdown at all – even when there are eight (yes, *eight*) cars on the track at one time. Unfortunately, the two player game – which is excellent if two of you have got completely to grips with the handling – cuts out a lot of the background detail to keep the speed and smoothness up. But it's a small price to pay.

In fact, *World Driver Championship* is, overall, nothing less than graphically stunning. Even disregarding the hi-res mode, everything is crystal clear, sharp, detailed and magically coloured. Reflections pass over the cars, smoke churns from spinning tyres and the skies overhead are beautiful. But the letterbox hi-res mode itself is incredible, *and* it doesn't use the expansion pak, which is quite a feat. Things do tend to get a bit jerky, though, but – as you can see from the screenshots over these pages – the visual result is worthy of a high-spec PC complete with 3DFX card. Quite wonderful indeed. Also, quite how Boss have also managed to squeeze in the exemplary replay mode is baffling. But they've done it, and it's superb – playback your race and you'll find it re-enacted in the hi-res mode, from a number of cinematic angles, allowing you to see how well or badly you've driven, and thus allowing you to learn from your mistakes.

△ *More two-player racing action. It's almost neck and neck, here.*

VISUALS ***Reflections pass over the cars, smoke churns from spinning tyres and the skies overhead are beautiful.***

There's so much in here that, if you're even the slightest bit interested in throwing a wheeled metal box recklessly around a right-angled corner, we'd advise you to buy this game immediately. It's beautiful to look at, wonderful to play, frighteningly engrossing and will take you plenty of time to finish. Bear in mind that it's a game that takes time to love but, when you've tamed the beast, you'll have the greatest time. It's perhaps not quite as complete as it could be – there's no engine tinkery, unfortunately, which would have been nice – but, yes, the N64 finally has its *Gran Turismo*. It's *that* good.

World Driver Championship is plainly the result of lots of hard work, care and attention from Boss Games, and the end result is a tyre-squealing, rubber burning, powersliding thing of wonderment. Get in.

JES BICKHAM

pluses and minuses

+
- Fantastic hi-res visuals.
- Superb replay mode.
- Brilliant tracks.
- Cracking championship mode.

–
- No option to tinker with your cars.
- A bit *too* slidey for some?

If you like this...

Top Gear Rally
[illegible] 86%

9 VISUALS
Almost faultless-minutely detailed, packed with invention and simply beautiful.

6 SOUNDS
Nice engine noises but *terrible* raaawwwk soundtrack.

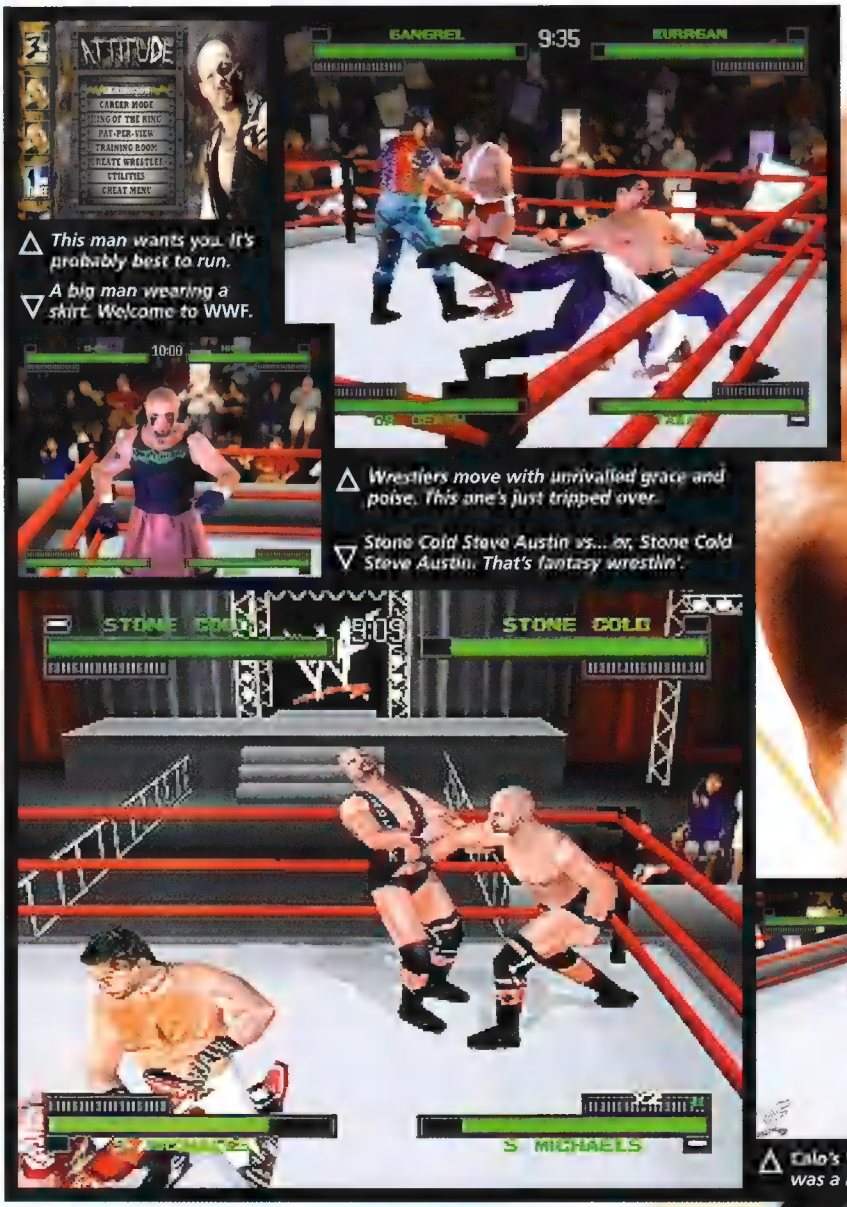
9 MASTERY
Boss plainly know the N64 inside out – and it shows.

8 LIFESPAN
The championship will last for ages – and there's time trial and multiplayer...

VERDICT
One of the best racing games you'll ever play, and certainly the best on the N64. Wondrous.

91% N64 STAR GAME

PREVIOUSLY IN N64 See N64/29 for a comprehensive Action Look at *WWF Attitude*.



△ This man wants you. It's probably best to run.

▽ A big man wearing a skirt. Welcome to WWF.

△ Wrestlers move with unrivalled grace and poise. This one's just tripped over.

▽ Stone Cold Steve Austin vs... or, Stone Cold Steve Austin. That's fantasy wrestlin'.

△ Calo's 'banana-shaped speckle' was a hit with the ladies.

GAMERS
watch it – August 28/29

INFO BURST

WWF ATTITUDE

FROM:	Acclaim
CART SIZE:	256Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	60 pages ✓
CARTRIDGE SAVE:	✗
PASSWORD SAVE:	✗
EXPANSION PAK:	✓
RUMBLE PAK:	✓
GB PAK:	✗

WHEN'S IT OUT?

August	August	TBA

COST: £40

ACCESS ALL AREAS

As with all the best wrestling titles, the rules are made to be broken. Grapplers falling out of the ring and carrying on the fight next to the petrified crowd isn't uncommon. In fact, *Attitude* makes it easier than ever to fling your opponent over the ropes. Look out for the usual range of illegal weapons, too, including baseball bats, tables and TVs (which make just about the best sound ever when you smash them over some unfortunate fighter's bonce). If you're not a fan of playing dirty, ring-outs and weapons can be switched on or off before each match.

△ Hang on – is that Britney Spears on the left there?

△ The camera can be put anywhere you like, although Lord knows what use it is here.

◁ The crowd sprites suffer at this angle, but the most exciting fights happen outside the ring.

WWF ATTITUDE

A grapple a day keeps the doctor away.

WON'T YOU COME IN?

If you're wondering what's taking up all the space on the monstrous *Zelda*-sized 256Mbit cart, look no further than the wrestler's pre-match entrances. There's the usual explosive pyrotechnics and strobe lighting, but *WWF Attitude's* sounds and visuals bring the intros close to TV quality. Each fighter struts into the arena as only they know how, to the accompaniment of a pleasingly lengthy digitised version of their own theme tune. There's plenty of variation this way – from Steve Austin's simple attention-grabbing waves, to the Undertaker's chilling walk through a candle-lit stadium, as ominous church bells chime...

△ The lovely Sable waves to her fans. Oddly, they're all male.

◁ The spine-chilling entrance of the Undertaker. Bring out your dead!

STATS OFF
Take a look at *Attitude's* post-match stats screen and dare to suggest that some real thought hasn't gone into the game. The Election Night-style coloured bars, which show the variation in each wrestler's moves throughout the fight, are infinitely more informative than the usual screenfuls of numbers. And this screen also gives you another chance to see a photograph of your favourite wrestler looking angry. What more could you ask for?

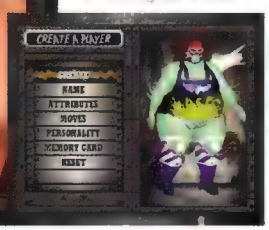
MIX AND MATCH

◁ A cross between Michael Flatley and some bloke with an eye-patch.

▽ Forget Superman – this lady could defeat criminals by sitting on them.

This is superb. The create-a-player mode in *Attitude* surpasses its prequel in every way imaginable. You can customise gender, weight, muscle tone, face, clothes, moves, personality and just about anything else you care to think of, as well as skin and costume colour, *and* even scrawl text onto the wrestler's threads.

And then there's the 'Random' option, which has had us crying with laughter time and again. With one button-tap, the game will create a random wrestler for you – invariably, it's a hilarious freak of some description. Obese half-naked ladies with green mohicans, super-thin Roswell aliens with no hair – every one's a winner.



◁ The Random option creates some real beauts – like this man and his stylish locks.

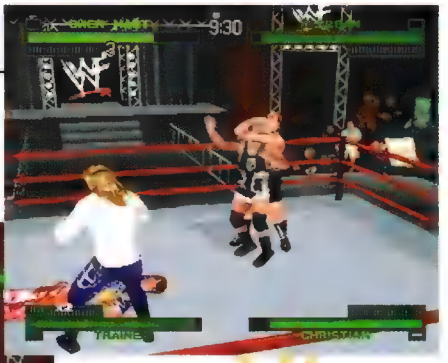
GO! GO!

TAKE HART

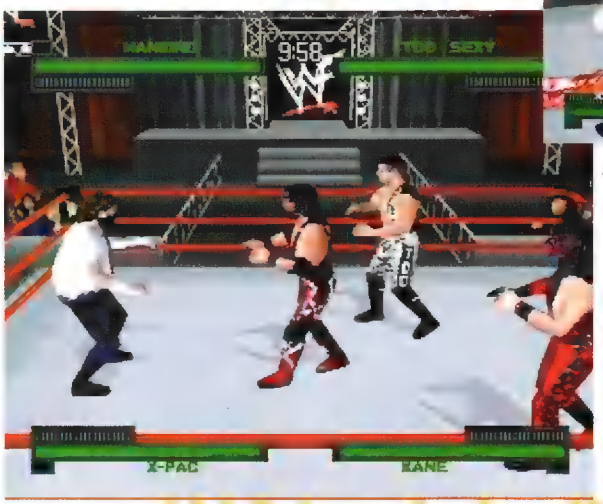
While *WWF Attitude* was being put together, the wrestler Owen Hart was killed in a tragic accident during a WWF bout. After much careful consideration, the boys at Acclaim decided to leave Hart in the game, as a tribute to the pleasure he brought to so many. We think it was the right move, and it's touching to see Hart's authentically dominating form living on in the game.

MULTIPLAYER

WWF Attitude's **swift play and range of hilarious moves lends itself brilliantly to four-player antics, and with 21 (yes, *21*) multiplayer modes available it should take a while before boredom sets in. The camera does a good job of keeping track of everyone and the combo-led play gives skilled players a real advantage, and therefore more chance of being picked on. Tag-team matches are fun, as well, but we prefer the immediate madness of four-way versus bouts. Masochists can give their friends some giggles with the cruel three-vs-one option.**



△ *Cause pain the WWF way: sneak behind wrestler, grab neck, and twist.*



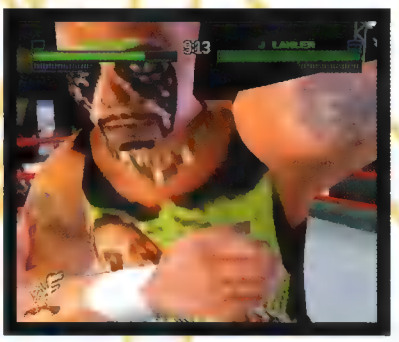
The slightly unfair three-on-one game. Mankind's really going to 'get some'. ▷

▽ *If you turn your back on a wrestler you're just asking for trouble.*

△ *Attitude will let your wildest ass-kicking dreams come true.*

The Tournament mode – reminds us of the last bit of The Karate Kid. ▷

△ *He's got so much muscle he can hardly stand.*



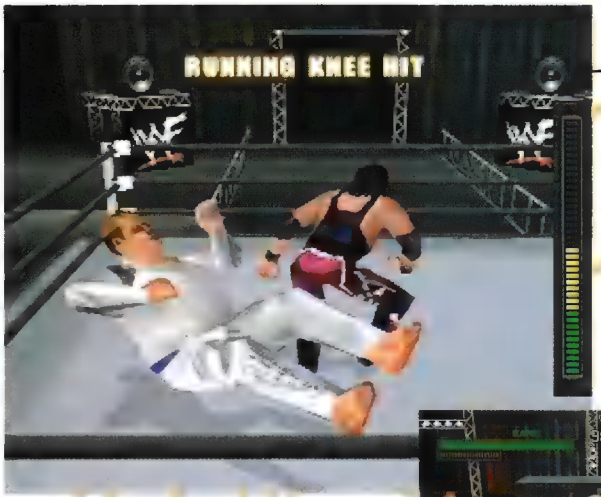
Say what you like about wrestling, but the crazee underpants-based 'sport' has given the N64 some of its greatest moments. We're not sure exactly why we love it so much when a big man hoists another equally big man onto his shoulders, pauses in a pitiful attempt at melodrama, then topples backwards onto the canvas, but love it we do. Now, with EA's *WCW Mayhem* hovering menacingly in the wings, it's Acclaim's turn to make us smile with the sequel to the splendid *WWF Warzone* (awarded 85% in N64/19).

After glimpsing the mountain of stuff crammed into *WWF Attitude*, it's difficult to see how wrestling games can become any more comprehensive. Everything, from fighting moves to arena appearance, is customisable, and there's a staggering 15 game types to throw your big-muscled buddies into – 21 if you include the multiplayer modes. Although most of these are simply variants on the theme of 'let's put four angry people in a small enclosed space and see what happens', it's a pleasure not to be restricted to endless rounds of the same tiresome two-on-two tag-team scrapping.

VISUALS ● ***Attitude's characters have real-life skin, faces and clothes, with smooth textures and motion capture kindly supplied by real WWF stars.***

But the game doesn't really start showing off until it's time to select a wrestler. The number of combatants – 30, with ten more hidden – isn't anything to shout about, as *Warzone's* glaring lack of fighters was near-unforgivable. But where similar titles have lazily afflicted their wrestlers with identical taunts, swaggers and body forms, *Attitude's* characters are as fiercely individual as their real-life counterparts. With skin, clothes and faces created from astonishingly smooth, glitch-free textures, and motion capture kindly supplied by real WWF stars, each fighter is eerily convincing.

It's frustrating, though, that this realism doesn't really extend past the (admittedly impressive) bulb-flashing, firework-exploding, electric guitar-blaring entrances. In the ring, the wrestlers become more generic, fighting identically and pulling off the same old moves – punch in the ribs, kick in the crotch, twist of the arm – in the same old ways. It's not a problem as such, and there are a multitude of more complicated moves



TRAINING

Inexplicably, all wrestling games have been missing a training mode – until now. *WWF Attitude* pits you against a humourously unfit chap, who'll cheerfully stand motionless as you pummel him with the game's more difficult moves. You can choose what position the trainer takes (we favour 'On The Ropes', which leaves the poor man wide open to a great big punch in the groin), and select which move to practice. The screen will show the sequence of the buttons you need to press, and a real-time list of the buttons you're tapping. It's good stuff, and should hopefully placate those who would otherwise have difficulty learning *Attitude's* reams of combos.

◁ More neck-snapping action – we bet he'll be right as rain in a couple of minutes.

◁ The Rock carries his dead brother out of the ring. What a guy.

specific to each wrestler, but after doling out so many unique postures, swaggers and glances for the pre-match moments, it's a shame the developers haven't exploited the fighters' individuality throughout the entire game.

The style of wrestling on offer in *Attitude*, the same as that used in *Warzone*, is an acquired taste. With only three buttons assigned for fighting moves, all the impressive bone-cracking stunts are available as combos, accessible by rapid sequences of button-presses and D-pad rotations. It works in fighting games like *Fighters Destiny*, and it works in *Attitude*. But if you've grown used to *WCW/NWO Revenge*, where everything starts with the two fighters linking arms and even the most complicated throws are only a couple of button presses away, it's bound to prove frustrating.

Stick with it, though. The two control systems each have their strengths and weaknesses, but *Attitude's* is less of a hit-and-miss affair, creating fast, varied, free-flowing bouts as soon as you begin to get your fingers around the combos. *Revenge's* wrestlers often seem to have a mind of their own – arm-twisting and head-locking manoeuvres take ages to complete, despite the outcome of the move being pretty much fixed from the start – while Acclaim's fighters can reverse, block and dodge moves with ease.

Despite *Attitude's* fighting being hugely enjoyable and breathtaking to watch, it's the host of extras that really make the game stand out. The staggeringly extensive create-a-wrestler option is simply brilliant, and almost worth the price of the cart alone, while the single wrestler 'career' mode and the chance to create your own pay-per-view events – including custom wrestlers, entrances, arenas, bouts and belts – extends the game's lifespan immeasurably. Acclaim realise that wandering aimlessly around a ring with your arms and legs flailing is only fun for so long, so they've done all they can to keep the action fresh. And, of course, the multiplayer is as laugh-out-loud funny as you'd expect from any good wrestling game.

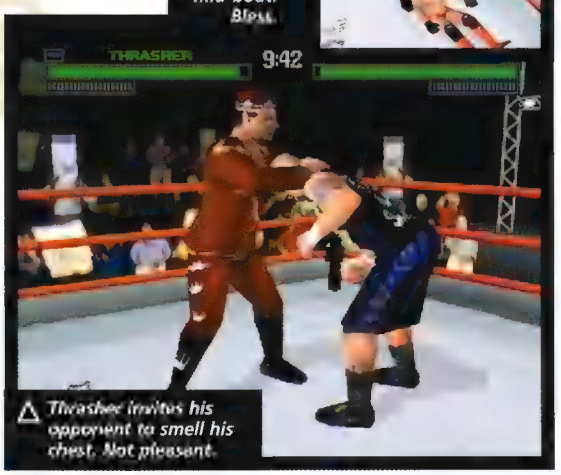
Despite the obvious improvements, *WWF Attitude* is fundamentally *WWF Warzone* sporting a shiny new wrestling gown. That might initially put you off if you preferred *WCW/NWO Revenge's* way of doing things, but *Attitude* provides such feature-packed wrestling, with so many enticing extras, that it'd be a shame to miss it. For now, *WWF Attitude* is the closest you'll get to real wrestling on your N64. So, go on, get in there, and get grappling.

MARK GREEN

MASTERY ***Despite Attitude being breathtaking to watch, it's the host of extras that make it so good.***

△ We're not sure what's going on here, but it's almost certainly illegal.

There's even the option to let the fighters take a nap mid-bout. Bless.



△ Thrasher invites his opponent to smell his chest. Not pleasant.

pluses and minuses

+

- Simply gorgeous to look at.
- Tonnes to play around with.
- Outstanding create-a-player mode.
- Authentic wrestling.

−

- Control method won't please everyone.
- Iffy camera angles at times.

If you like this...

WCW/NWO Revenge
T•HQ
[illegible], 75%
[illegible] that's [illegible] us over [illegible].

9 VISUALS
The arenas are dull, but the fast and flawlessly smooth hi-res wrestlers that fill them aren't.

8 SOUNDS
"Ungh!" Plus crowd noise and two unhinged commentators.

9 MASTERY
The months of work show. You won't find more realistic wrestling.

8 LIFESPAN
The usual multiplayer laughs, but being able to customise everything makes for a hefty one-player lifespan, too.

VERDICT
Comprehensive and authentic wrestling, which improves on the original with stunning visuals and a host of extras.

88%

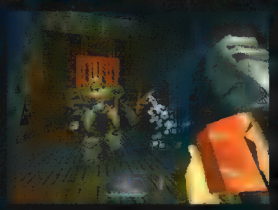
N64 STAR GAME

PREVIOUSLY IN N64

We dedicated a lovely looking Future Look to Quake II last month, in N64/31.

THAT'S GOTTA HURT

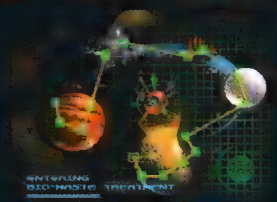
By the time you reach the harder levels, rooms containing more than one psychotic beast aren't uncommon. Luckily, you can exploit the situation to your advantage. Careful positioning will cause one mutant to accidentally shoot his comrade – a silly move, as the injured bad guy will then go all-out for revenge, while you sit back and enjoy the show. Although the usual result is victory for the biggest competitor – after which he'll turn his attentions back to you – it saves some time, a fair proportion of health, and a great deal of valuable ammo.



◁ You'll need at least eight grenades to knock these robot chappies out.

Quake II certainly doesn't skimp on the ol' red stuff – in this case, it's yours. ▷

▽ Our mums told us never to trust anyone with green eyes. Or a giant gun.



◁ The map screen – it shows your progress, and gives you something pretty to look at while the level loads.

This guy doesn't want to be your friend. In fact, in a few seconds he'll be spraying bullets into your stomach. ▷

QUAK

Getting gibby with it.

INFO BURST

QUAKE II

FROM:	Activision
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	✓
CARTRIDGE SAVE:	✗
PASSWORD SAVE:	✓
EXPANSION PAK:	✓
RUMBLE PAK:	✓
GB PAK:	✗

WHEN'S IT OUT?

Now	Now	TBA

COST: £40

We had good reason to be more than a little worried about *Quake II*. Earlier instalments in the series – *Quake* and its prequel *Doom* – were quick-and-dirty translations of the PC originals, with ropey visuals and curiously soulless gameplay. *Quake*, in particular, managed to capture the brilliance of the PC's Internet-based deathmatches in much the same way that watching The Phantom Menace on a pocket TV would recreate the thrill of being at the cinema.

Thankfully, *Quake II* glows with the amount of sheer work put into it. Originally designed for up to two players at a time, the game's been delayed to allow time to squeeze in – huge sigh of relief – a simultaneous four-player deathmatch. And the problems of mimicking a £1500 PC have been partly avoided by incorporating a colourful new set of N64-specific levels. In fact, even John Carmack, the brains behind the monstrous success of PC *Quake*, is excited, describing N64 *Quake II* as "the best console *Quake* ever".

So, is it? Well, despite the spit and polish, it's certainly not perfect. But although we've got 'issues' with some aspects of the game, there's plenty in *Quake II* that makes it near-impossible to dislike. Read on...

△ A four-player deathmatch in full swing. That blue spiral is a railgun shot – deadly, but tricky to aim.

You don't want to be this close to Mr Giant Robot.

One shotgun blast and this bloke will kick the bucket.

Just stumbled across one of your colleagues chained to a wall? Best put him out of his misery, then.

It all looks nice enough, but Quake II's visuals can get repetitive.

Your level time pops up at level's end. We feel a Skill Club coming on...

Quake II's analogue aiming allows plenty of precision shooting.

STUCK IN DETENTION

While most of *Quake* is disappointingly 'tech', comprising of grey walls and bleepy computers, the detention camp level is a different matter altogether. Wandering around, you stumble across captured allies in a variety of horrible situations – chained to walls,

being lowered into lava pits, falling from pipes into a spiked mangle – and get to listen to their truly disturbing cries ("Make it stop!", "It hurts!", "Kill me now!"). It really feels like you're sneaking around some twisted vision of hell – and it doesn't make you feel any less queasy when you have to blow apart your comrades for their precious hoard of ammo and armour.

EII

N64 MAGAZINE STAR GAME

GAMERS

watch it – August 7/8

CANNON FODDER

From the laser-spitting coyotes to the truly frightening punching/sprinting robots, *Quake II*'s bad guys aren't in the habit of taking prisoners. They're not super-intelligent – your booming shotgun will only arouse their attention if they're in the same room – but they'll put you into defence immediately by opening fire, then scampering straight towards you. The analogue controls make targeting most minions easy, but the hovering machine-gun droids will eat into your health time and again. Emitting a small bleep as you come into their sights, they flip to face you, then pump out horrendous numbers of bullets while evading your carefully-aimed fire. Gits.

This chap's speed makes Linford Christie look like a tramp.

The default Turok-style controls are the best for fixing your sights on flying chairs.

GO! GO!

DON'T LOOK NOW...
We don't normally give away game secrets in our reviews, but we've got good reason here. Still, if you haven't completed the game on Easy mode yet, it's best to leave this bit of the mag until later.

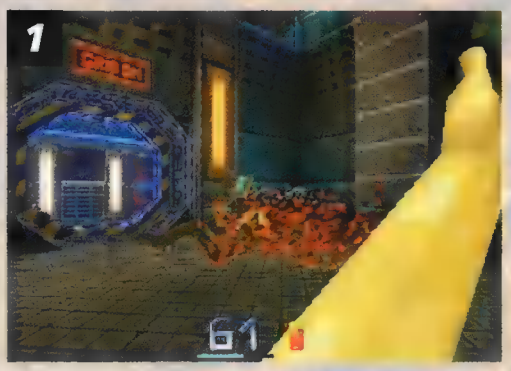
Still here? Okay. If you've finished the last level, you'll get a code which allows you access to a secret, time-limited bonus stage. Bizarrely, though, the password is only left on screen for a limited time. We wrote it down fairly quickly, and managed to double-check it only just before it disappeared for good. If you were unfortunate enough to miss it, or wrote it down wrongly, here it is in full: FBBC VBBB FBBC VBF7

CENTRAL COMPLEX

Things really start kicking off on *Quake II*'s second level. Let us take you through it...

MISSION 2: Find Explosive Charge

1 There are two guards waiting to be killed just ahead of the start. There's some secret armour too – jump from the ledge onto the boxes to reach it.



2 The repulsor field bars your way, so head through the other door, up the steps and towards the green panel. Spin round to take out the Enforcer before going on.

3 Blow up the barrel to kill the bad guy and blow a hole in the pipe. Before clambering inside, follow the corridor to find a tasty machine gun.

4 After crawling through the pipe, blow the next guard up by shooting the barrels, then jump onto the crates to collect the power-ups.

5 Use the lift and snuff out the guards above. The explosive charge is on a ledge to your left. There's a secret adrenaline shot available as well if you blow up the barrel opposite.

MISSION 3: Destroy the Security Terminal

6 Exit via the open door and tap the switch. Head down the staircase and collect the grenade launcher. On the other side of the wall is a Gunner – use the machine gun to kill him.

7 Run back, past the exploded pipe, and take a right at the next junction. Keep running and killing, until you get to the terminal room. An Enforcer will ambush you on a ledge opposite the terminal itself.

8 Grab the Super Shotgun, then leap towards the blue wall panel to gain access to the secret Quad Damage power-up. Now touch the terminal's pipes and blow it sky high.

MISSION 4: Locate and Use Teleporter

9 Trip the switch in the newly-opened room to the left of the terminal, then leg it back the way you came – but jump off the blue bridge to get back to the room where you started the level.

10 The repulsor field is now switched off, so run through the door and into the teleporter. You've done it!

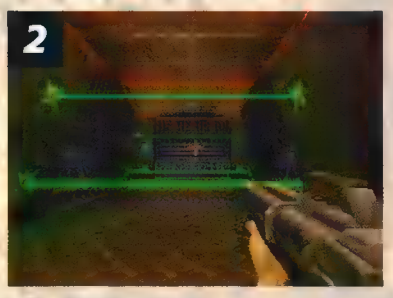
INTELLIGENCE CENTER

By level 3, you should be really sweating. We're here to help...

MISSION 5: Locate Data Disc

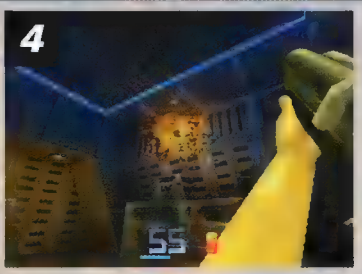
1 As you enter the first door, look directly above and locate the switch. Shoot it, and a secret room – containing jacket armour – will open directly in front of you.

2 The laser room is deadly unless you know what you're doing. Jump or run to move through the beams when they're turned off. Head left at the junction.



3 Find the grating shaped liked an 'X' and shoot it to find a secret ammo pack. Keep running, then push the green keyboard you find. Now go back to the laser room, and straight on.

5 Grab the CD from the next room (watch out for the Enforcer ambush), then trip the two new switches and run back to the Com Room door. The third secret is found by shooting the sparks in the back corner of the CD room.



4 The Gladiator in the next room is best defeated by side-stepping around the corner, firing a grenade, then hiding again. Eight direct hits should finish him off.

TANKS A LOT

One of *Quake II's* greatest moments is the 'halfway boss' on Level 10. After scooting through a stage comprising mainly of suspiciously easy-to-kill bad guys, a switch is triggered to make a laser beam destroy the locks of the floor panel leading to the next level. But, horrifyingly, as this happens, a *huge* tank-like robot rises up from below and starts throwing missiles at you. In the panic, you'll invariably stumble into the laser beam and die instantly. It's a brilliant, heart-stopping moment, which will have you genuinely shaking as you restart the level, knowing your next rendezvous with the imposing automaton is only a few moments away.

◁ Player 3's perfectly positioned for a bullet in the head. Player 1 is just lost.

Only a fool ▷ runs towards a man with a grenade launcher.

△ Not quite as dangerous as the hovering 'bots, these demons still pack a punch.

Boom! Clink-clink-clink. Eurrgghh! In case you don't recognise it, that's the sound of a grenade launcher being fired, and an unfortunate mutant being blown to smithereens. Pleasingly, in *Quake II*, *hearing* the death of your enemies is just as satisfying as seeing it happen – a sure sign that the people behind this N64 conversion of arguably the PC's most popular game, have put a great deal of time and effort into its development. By and large, it's paid off – although, as we'll see, *Quake II* is very much a game of two halves.

Quake II injects a much-needed dose of big gun action into the first-person shooter genre. Playing the game *GoldenEye*-style – tip-toeing through rooms and miserly conserving ammo – means neatly side-stepping all the fun. Instead, it's best to switch your brain off and storm into areas with all missiles blazing, and only half an idea of what horrors lie ahead. You'll be amply rewarded with a cacophony of screaming mutants, eye-blinding fireworks and ear-deafening explosions – it might not have *GoldenEye's* subtlety, but it more than makes up for it with eye-gorging speed and adrenaline-pumping violence.

And we mean *violence*. The accuracy of your shooting in *Quake II* isn't reflected in the position of a bloodstain on your enemy's uniform. Oh, no. Strike into the heart of an enemy Strogg with a railgun shot and he will – quite literally – explode. And not in a disappointing, red-and-yellow way – *Quake II's* bad guys are wrenched apart in an orgy of body parts and blood, with their strangulated screams giving way to a truly sickening squelching noise as chunks hit floor. It's stomach-

GO! GO!

pluses & minuses

+

- Fast, frantic first-person shooting.
- Precise, smooth and perfectly-adjusted controls.
- Tough, relatively long-lasting challenge.
- Incredibly enjoyable multiplayer.

–

- One-player levels become too similar and predictable.
- You really need the expansion pak.

If you like this...

Duke Nukem: Zero Hour
GT
N64 FB, 90%
The same [illegible] but the same [illegible] of [illegible] [illegible]

8 VISUALS

Fast but drab, although the splashes of colour here and there are pleasant.

9 SOUNDS

Room-shaking effects, and music to give you goose pimples.

9 MASTERY

When an N64 game can stand proudly next to its PC brother, you know it's working overtime.

9 LIFESPAN

Disappointing as a one-player game, but the deathmatches are up to *GoldenEye* standards.

VERDICT

A stunning conversion of the PC fave, with a hugely addictive deathmatch option that more than makes up for a slightly dated one-player game.

N64 STAR GAME

90%

SSSHH!

Quake II is stuffed to the gills with secret areas – it manages to match Nintendo's own games for the sheer thrill of finding little bonus bits. Some are hidden behind walls which move only when you shoot special switches, others are simply in hard-to-reach places, and require annoyingly pixel-perfect timing. It's always worth the trouble – hidden treasures include bonus weapons, super-armour, power-quadrupling collectibles and even invisibility power-ups. Brilliantly, the game lets you know how many secrets are hidden in each level, avoiding the frustration of knowing whether you've found all a stage has to offer or not.

△ *This underwater secret is hidden under the bridge on Level 1, Silent.*

These buttons – which ▷ open up secret areas – aren't so easy to spot in later levels.

turning stuff, but a brilliant and satisfying reward for pin-point targeting, and a pleasing alternative to *GoldenEye's* crumpling soldiers.

But once the novelty of the blood-letting wears off, the one-player game starts to pall. Graphically, it's a mixed bag. The polygonal monsters are detailed but jerky, and while some levels are impressive, the drabness of the walls and crates which make up most of the scenery is eye-numbing. It might be fast, and more colourful than the PC version, but it's galling to have to tread around dreary, identical-looking dungeons for hour upon hour. Interesting level designs – like the reddened torture chambers or the glistening ice world – are few and far between.

Meanwhile, despite the developer's best efforts to spice things up with a set of N64-specific mission objectives, the majority of your time is spent searching for switches and meeting one or two monsters at a time – the gameplay's pre-*GoldenEye* origins are plain to see. *Quake II's* little tricks become depressingly predictable – the tiresome 'enemy spontaneously generating behind you' prank is used time and again in a fruitless effort to fool you, and every set of stairs in the game has a flying beastie lurking just above eye level, waiting to pounce.

Most of the real fun is concentrated into the early levels, where fast-but-vulnerable enemies and a lack of switches maximise the fast-paced, one-shot-to-kill thrills. By level five, you're being asked to pump multiple rockets into one hugely resilient baddie after another. It's still frantic, enjoyable shoot-'em-up fare, but the repetitiveness really starts to weigh you down. And by the last level, the game has resorted to an astonishingly misguided variation on *Turok's* precision jumping nonsense, which once again had us biting into our joypad with frustration.

So, that looks like the end of *Quake II*. It isn't. With three friends and a quartet of controllers, the game *really* comes alive. True, it doesn't quite match the excitement of the 20-player Internet-based deathmatches that PC owners have become accustomed to, but it comes surprisingly close. Certainly close enough to make a monstrous computer and an upsetting phone bill a waste of anyone's money.

The multiplayer's greatness largely has the controls to thank. With the analogue, the view swings back and forth with elegance, while the degree of player movement with the C-buttons is tuned to perfection, allowing your man to pull off sweeping defensive arcs while keeping his sights firmly trained on the opposing player. Aiming fiends haven't got it all their own way, though, thanks to the addition of a jump button, even super-accurate shots can be avoided, which helps to create long, exhilarating cat-and-mouse chases through the mazes of claustrophobic corridors.

The weapons really come into their own in deathmatches, too. Every item of arsenal – the quick but inaccurate chaingun, the slow-to-reload but lethal railgun, the hugely satisfying grenade launcher – is a pleasure to use, and the default pistol gives new players more of a fighting chance than *GoldenEye's* karate chop. And the levels couldn't be better, offering nerve-wracking corridor stalking one minute and sprawling open-plan mayhem the next – even if the darker arenas occasionally make it a tad tricky to see where you're going.

With all this, and a generous range of game modes to choose from – including tag tournaments and capture-the-flag games – *Quake II* has provided us with some of the biggest lunchtime laughs we've had in ages. Whether we're rebounding a grenade around a corner for a sneaky gibbing, narrowly avoiding someone's carefully-aimed rocket, or using the invisibility power-up to creep up on some unsuspecting fool, every deathmatch bout is sheer joy from start to finish. In fact – whisper it – it's probably even more enjoyable than four-player *GoldenEye*.

So, that's *Quake II*. A commendable, but by no means world-beating one-player game, accompanied by some of the best multiplayer death-matching on the N64. If you're growing tired of *GoldenEye's* tense, softly-softly sneaking thrills, *Quake II* offers the perfect remedy of adrenaline-pumping, ear-deafening carnage. Buy it, we say – but, if necessary, be sure to buy some friends first.

MARK GREEN

LIFESPAN ***With three friends and a quartet of controllers, the game really comes alive.***

△ *The multiplayer gives you the chance to laugh at everyone else's haircuts. Mohican alert!*

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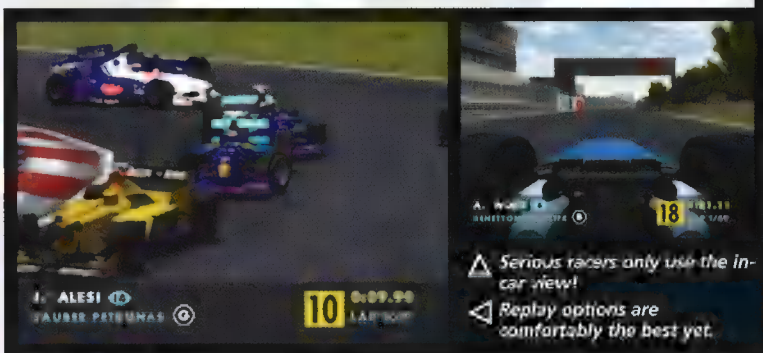
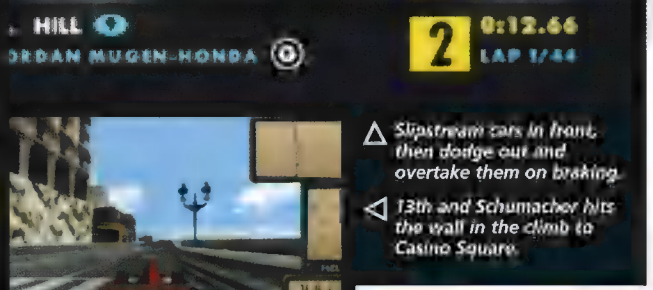
PREVIOUSLY IN N64 We previewed the respectable *F1 WGP 2* back in N64/29. Oh Yes. We did. Indeed.



△ Serious racers only use the in-car view!

◁ Replay options are comfortably the best yet.



△ Slipstream cars in front, then dodge out and overtake them on braking.

◁ 13th and Schumacher hits the wall in the climb to Casino Square.

◁ Weather effects are pleasingly convincing.

Jean Alesi decides where to crash off the course. ▷

F1 WORLD GR

Technology in F1 changes almost weekly. It's a pity

INFO BURST

F1 WORLD GRAND PRIX 2

FROM:	Nintendo
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1/2
CONTROLLER PAK:	✗
CARTRIDGE SAVE:	✓
PASSWORD SAVE:	✗
EXPANSION PAK:	✓
RUMBLE PAK:	✓
GB PAK:	✗

WHEN'S IT OUT?

Now (US) Now (UK) TBA

COST: £40

◁ The first corner at Monza. You can take this pretty much flat out if you get the line just right.

△ Damon oversteers and applies some opposite lock to correct.

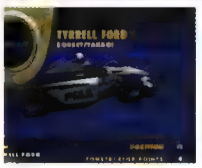
◁ One of the world's most famous Grand Prix circuits.

COMPARE AND CONTRAST

There's no hiding it, *F1 WGP 2* is that most dreaded of things – the console sports sequel. You'll know the drill by now: ice hockey sim *Pucks Up* is launched to critical acclaim, the current season comes to an end, a new one starts, *Pucks Up 2* is launched six months after the original with a new set of in-game statistics to bring it up to date. The price? Another £40 to you, squire, thanks very much indeed. Done. And why not, you certainly have been. It's the tactic that keeps companies like Electronic Arts and Midway in business.

Does *F1 WGP 2* follow this unfortunate rule of thumb? Let's compare it to the original game in several key areas, and take a look at the effect of adding an expansion pak.

COMPARISON

	THE TRACKS	THE CARS	HANDLING
F1 WGP	*Accurate track modelling down to the impressive advertising hoardings. Slightly muddy look, but impressive draw distance and no annoying pop-up to be seen.*	*1997's teams and drivers – Damon Hill in Arrows and Williams have the best car, for example.*	*Good analogue control and three 'difficulty settings' corresponding to increased level of simulation.*
F1 WGP 2	*Same track models – advertising hoardings updated. Same muddy look, same draw distance.*	*1998's teams and drivers – BAR team missing, top teams okay, but remainder different to current 1999.*	*It has the same analogue control, and the same three difficulty settings.*
F1 WGP2 (with expansion pak)	*Expansion pak offers no resolution or draw-distance benefits. Does seem to improve frame rates slightly, though, to give smoother animation to all the tracks.*	*Expansion pak version offers smoother animation while driving, but no visual difference to the cars themselves over the non-expanded version. Shame.* 	*Higher frame rate makes playing the game slightly easier. Not a massive effect, though.*

AND PRIX 2

the same can't be said for the N64 version.

The story of *F1 World Grand Prix* has always been a strange one. It arrived, seemingly out of nowhere, last September, the product of a partnership between Japan's Video System and America's Paradigm – the guys that created the technology for *Pilotwings 64*. There was no pre-release hype or build-up of any kind, it just arrived. And of course, the major surprise was just how brilliant it was.

Considering that at the time, it looked as if the N64 would never play host to a decent racing game, *F1*'s smooth, pop-up free graphics and astonishing attention to detail came as a bit of a bolt from the blue. Without doubt, it was the best F1 console game available *anywhere*. The only surprise was why it took so long to arrive.

And here we are again. Sort of. *F1 World Grand Prix 2* is the follow up and it's arrived barely nine months later. If only Rare could work to such a tight schedule, we'd have had our hands on *Perfect Dark* last October. However, it's this lack of delay between the two games that should set F1 fans' alarm bells ringing.

LIFESPAN ***F1 WGP had everything you could ask for, so you can appreciate the struggle the programmers had making this sequel.***

Because put simply, *F1 World Grand Prix 2* is pretty much exactly the same game as before. Obviously it's F1, so no one was expecting 16 all-new tracks and a great new power-up system, but that's not the point. Successive F1 games on the PlayStation showed technical progression – they looked better as time went on, offered more options and played better.

With a few exceptions, it's tricky to tell *F1 WGP* and *F1 WGP 2* apart. If Rare used the same tactics, *Perfect Dark* would be exactly the same game as *GoldenEye*, except with a female lead.

GROOVE IN

F1 WGP 2 clearly fancies itself in the simulation stakes. Most of the details of F1 are here – advertising hoardings in the right place, differing car shapes between teams, the roar of the crowd as you pass a grandstand – it's all very impressive.

And this attention to detail goes right down to the new tyre mouldings introduced in the 1998 season. The two deep grooves cut into each of the front and back tyres, reduce the grip of the cars and (so the plan went), limit their ever-increasing top speed. In practice, the rule change has just made all the cars far more difficult to drive – harder to handle under braking (essential for overtaking manoeuvres) and twitchy through corners.

It's fortunate, then that *F1 WGP 2* draws the line at simulating the effects of the grooves, keeping instead to the same kind of handling that appeared in the first game. As it was already one of the hardest driving games available on a console, this can only be seen as sensible decision.

GO! GO!

NO SMOKING!
Realism has its limits when it comes to Nintendo, and in advance of the ban on tobacco advertising in F1, all cig-related propaganda has been expunged. For the teams that had alternate liveries for countries like France where fag ads are already banned, that's used instead (hence the Buzzin' and Hornets on the Jordan cars). However, the plain Marlboro triangle that usually adorns the wing of the Ferrari when they can't print the logo as well has mysteriously not appeared. Double standards or copyright problems? Who knows.

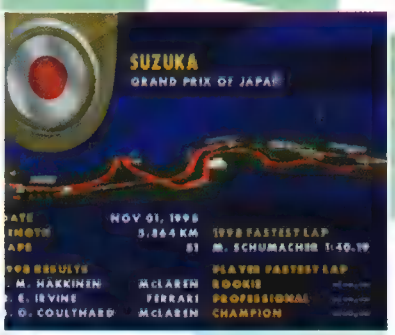
TUNE IN TO BROADCAST MODE

F1 WGP 2's main addition to *F1 WGP* mix is Broadcast Mode – a main game option that sits beside Exhibition, Grand Prix, Challenge, Time Trial and Match Race. To be cynical, Broadcast is little more than an advanced replay option with the dubious bonus of not having to record a race before you use it.

The claim of the game is that if "1998 Events" is selected and the number of laps put up to full race distance, what the game will show you will in effect be a replay of the 1998's actual F1 races. The selling point here is that you can watch the action from inside any of the participating cars or from any of the trackside cameras – the same way that Bernie Ecclestone's fledgling digital TV set-up is supposed to work. However, closer inspection shows Broadcast Mode to be a little bit of a cheat. Read on, as we explain things in more depth for you...

■ *First of all, turn on 1998's events and rack the laps up to full race distance. Weather changes are optional.*

■ *Now select a Grand Prix. We've decided to take the final race of the Grand Prix year at Suzuka in Japan.*



■ *Remember what happened? Schumacher needed to finish ahead of Hakkinen to win the championship. Sadly (ha!) starting from pole position, his car wouldn't go into gear and the rest of the field sped past him.*

■ *What's this, though? In Broadcast Mode, Schumacher starts normally but then just goes backwards though the field.*

■ *By the end of the first lap, Schumie is in the same position he was back in 1998, but the way he got there was radically different. Hardly a 'recording' of the 1998 Grand Prix, now is it?*

■ *Another example for you. The Canadian Grand Prix always starts with a lovely pile-up and 1998 was no exception. Now, let's see how Broadcast Mode remembers it, shall we...*

■ *Nope, nothing. No collisions. No flying debris. No euphemistic referrals to Jean Alesi entering the corner 'optimistically' as we see pictures of him walking back to the pits. Con.*

◁ *Official logos, official timing. All very official. Yes, indeed.*

▽ *Check the great glow around the brake light in the wet.*

◁ *The almost-entirely useless overhead view.*

◁ *Overtaking is difficult once you're off the 'rookie' level.*

△ *Ahh, the exit of a corner. Time for some hard accelerating.*

The major change, and you know you're in trouble when you find yourself writing this, is that the teams and stats have been updated for the 1998 season. That's last year's season of course. Hill drives for Jordan, the Tyrell team are still racing and no-one's yet heard of the British American Racing team. For the two major players – McClaren and Ferrari, the personnel are at least the same as the races we're enjoying on TV right now. However, in the fast-moving, contract-ripping world of F1, 1998's licence is hardly a massive selling point for a game out in time for the British Grand Prix – the eighth race in the 1999 season.

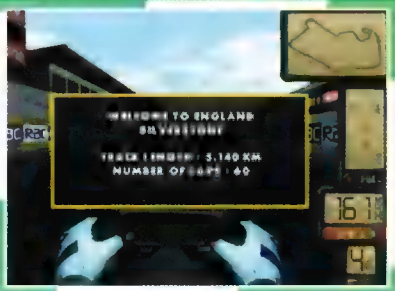
What else is new? It's a long search before you come across the 'Broadcast' mode and when you do find it – see the box at the top of the page – it's not an enormous thrill. You could say the original game had every conceivable option already in place, and that wouldn't be stretching the point too much – *F1 WGP* had almost everything you could ask for in a racing sim, so you can almost appreciate the struggle that the programmers had when it came to making the sequel.

MASTERY ***With 1999 stats, it might be possible to recommend F2 WGP 2 to real hardcore F1 fans. As it is, you're best off sticking with F1 WGP.***

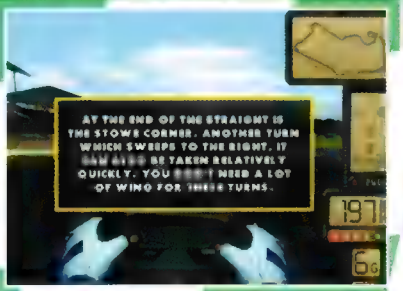
TEACH ME!

Okay, so the main event in Broadcast Mode might be a bit of a let-down, but tucked away elsewhere is a far more useful option called 'Tutorial'. This is something that F1 games have needed for ages and it's great for getting used to all the circuits you'll need to master to become a F1 champion. There's even handy little notices that appear to help you, read on...

Choose the track you want to learn about – your choice of car doesn't really make much difference here.



Before you go into each corner, a helpful notice will pop up explaining how to take the bend. Read it, press A and then watch how it should be done – correctly.



Every major corner has advice. It won't be enough for some (there's no gears or speed info), but it's a step in the right direction. Let's hope for a fuller version next time.

BRAKE DANCING

While F1 WGP 2 offers the same automatic braking and acceleration assistance in Rookie mode as the original, the addition of an optional braking light at the bottom right of the head-up display has added another dimension to learning how to drive like a pro. One of the hardest parts of F1 driving is knowing just when to apply the brakes before a corner, and this handy little light will pop on to indicate exactly the right moment for you to brake.

● *The first straight at Monza. Near on 200mph and there's a left-right chicane coming up. Arrive here too fast and you'll just end up crashing into the gravel pit.*

■ *And there, just at the optimum braking point, the light in the bottom right-hand corner comes on to tell you to apply the brakes. Best adhere to what it tells you.*

Except, except, except – we're being charged money for this. Which slightly grates. The original game is available for £30 on Players' Choice, so why should anyone buy *F1 WGP 2* when the designers haven't provided a compelling reason to do so? Even a significant technical advance in frame rate or resolution would have been enough, especially now the N64 has the expansion pak at its disposal. Instead, playing the game with 8Mb of video RAM is an almost identical experience to playing it with the bog-standard 4Mb. It's slightly smoother and slightly quicker but nothing to consider exchanging £40 for.

And while all the menu screens have been tidied up, and the car set-up and telemetry screen improved over the surprisingly amateurish original version, you can't help but think that PC gamers get such upgrades released as free 'patches' for their games. Why should Video System think that they can get away with selling what is, essentially, the same product twice on the N64? Even the *FIFA* footbal games – favourites of video game recycling – offer their fans far more than this in each reincarnation that reaches the shop shelves.

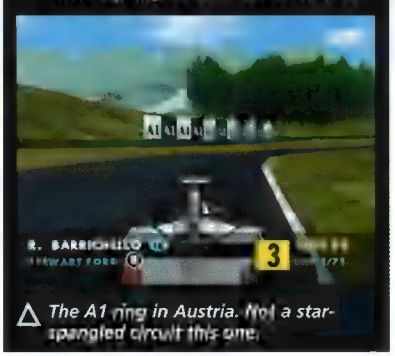
To add insult to injury, there weren't as many races in the 1998 season as there were in 1997, meaning that *F1 WGP 2* actually has one track less in Grand Prix mode than the original. It remains to be seen if there are any other secret codeable extras – there was one extra track in *F1 WGP* set in Hawaii – but it's not going to be enough to make *F1 WGP 2* the outstanding prospect that its older brother was.

We're all big F1 fans at **N64** Magazine and we can understand the fanaticism that Video System hope to tap into to sell this version of last year's game. It seems odd not to give, what is clearly the best F1 game on any system, anything less than the 93% the original achieved back in **N64**/20, but if Nintendo re-released *Mario* with the same levels and only some very minor tweaking, we'd be forced to do exactly the same. You could even argue that Ubi Soft's *Racing Simulation: Monaco Grand Prix* is a better buy, as it at least offers another programming team's perspective on the world's largest spectator sport.

With 1999 stats, it might just have been possible to recommend *F1 WGP 2* to real hardcore F1 fans. As it is, unless the original game runs into mysteriously short supply, stick with that.

JAMES ASHTON

△ *Overtaking out of the Monaco tunnel. There's going to be an accident here.*



△ *The A1 ring in Austria. Not a star-spangled circuit this one.*

pluses and minuses

■ It's the best F1 game on a console.
■ You don't need an expansion pak...
● Although it's sllliiiiightly faster with one.

● The 1998 stats are the only real update.
● If you have the original and you're not an F1 nut, then this is hardly essential gaming.

If you like this...

Racing Simulation: Monaco Grand Prix

9 VISUALS

Just ■ great as they were last time but no better.

8 SOUNDS

Convincing F1 screams and roars, but no real improvement over the last version.

9 MASTERY

Pushes the N64 to its limits just like the first instalment.

7 LIFESPAN

A lengthy lifespan but if you've already mastered the first, there's really nothing new here.

VERDICT

Far too like the original to be a serious upgrade option. Add 20% if you've never played the first and can't find a £30 copy on Players' Choice.

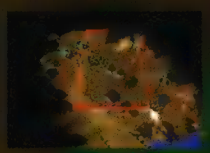
72%

Don't miss our HOW TO... thrash F1 WGP 2 tips on page 96

PREVIOUSLY IN N64 We had an extensive gander at C&C in N64/30's all new Previews section.

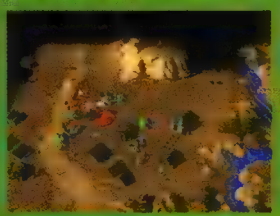
WHAT A DRAG

Everybody's heard of PC favourite 'drag and drop' a process where you pick up something with the cursor, manoeuvre it somewhere else and then drop it into place. Well, C&C is kind of similar, in that you drag your cursor across whatever you want to select and then click wherever you want your selection to move to. Trouble is, the analogue stick isn't quite precise enough, meaning you sometimes end up selecting the wrong thing. Tsk.

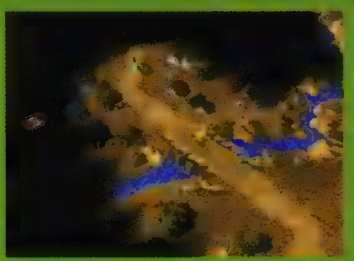


△ General Sheppard. A real laugh at parties.

The evil forces of NOD move in for the kill.



△ SAM sites. You'll be seeing a lot of these during C&C. Yep.



Nasty mission, this. March into this local village and put down some feisty revolutionaries.

The black stuff is what they call 'the bog of war' here.

△ Tiberium. The bank manager'll be pleased after you cash this in.

COMMAND & CONQUER

Stand aside insignificant Eastern European country!

Men's stealth

Great ways to search out enemy locations without being noticed...

Humvee
These sprinting, quick scouting jeeps are a handy way to quickly get into enemy territory and uncover C&C's black 'fog of war'. Chances are, they'll eventually get blown up, but still

Sniper
The perfect way to get around. One shot kills, so you can pick off enemy soldiers before they get a chance to warn their mates. The only problem is your sniper's not very well protected.

Helicopter
Tricky to manoeuvre in the midst of a battleground, the helicopter nevertheless provides a superb way of darting around C&C's landscapes – and they can take quite a pounding too.

INFO BURST

COMMAND & CONQUER

FROM:	Nintendo
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1
CONTROLLER PAK:	✗
CARTRIDGE SAVE:	✓
PASSWORD SAVE:	✗
EXPANSION PAK:	✓
RUMBLE PAK:	✓
GB PAK:	✗

WHEN'S IT OUT?

US	UK	Japan
Now	Now	TBA

COST: £40

◁ Press Z, and your option bar flips up. Now just build.

△ Invading large parts of Europe. Nice. Especially on the summer sun.

◁ Set comes. Not C&C's strongest area, this. In fact, they're rubbish.

◁ Select your men and they become marked with a green line.

△ This means war! Explosions usually equal death. Ooof.

FAB ATTACK!

C&C comes complete with an expansion pack led by a mysterious white-suited character. The graphics are the same as the original PC game – merely blown up and HiRes. Slower processing down to a crawl. It's not that the action isn't any less pacy – the game doesn't really race along as it is – but rather that the game takes absolutely years to move anywhere on the map. Frustratingly, the resolution-up mode is painfully low.

Four years is a long time in videogames. Witness, for example, the fact that, four years ago, we were all still gawping at *Yoshi's Island* on the SNES, a game so wondrous that at the time it was difficult to see where gaming was supposed to go afterwards. Of course, *Yoshi's Island*, like all of Nintendo's 2D platformers, is still fantastic, but with games like *Zelda* now doing the business, it's firmly found its place as a top bit of retrogaming.

So, imagine if it returned to the N64, with hardly any changes *at all*, and Nintendo charged you £40 for the pleasure of playing it. Ha! Yeah, as if. Er, except that's *exactly* what's happened with *Command & Conquer* on the N64. Barely four years after it appeared on the PC, we're finally getting this, a direct conversion of the original, with only a couple of N64-specific missions, and well, not a lot else. It truth be told. So, whilst PC owners await C&C's third-party *Tiberian Sun* (and PlayStation owners can happily pick up sequel, *Red Alert*, for twenty quid), we've presumably got to be happy that we've finally got C&C.

Naturally, a good game never becomes a bad game simply because it doesn't look that cutting edge anymore. So, regardless of its age, C&C should still play a mean game. And it *kiiiind* of does. Trouble is, it was designed to work with a mouse, and until you actually try to play the game with the analogue stick (which is, admittedly, better than the PlayStation's D-pad), you don't actually appreciate how essential the mouse is to the whole experience.

In the unlikely event that you haven't come across C&C before, though, don't worry. It's simple stuff, pitching you into a head-to-head battle between two global powers, the Global Defence Initiative and the Brotherhood of NOD. You can take control of either one, but the objective of the game remains the same: to take your troops and whip the other side into submission, using tanks, grenade launchers, air strikes and death; and crucially making use of Tiberium, the precious spice which, when mined, earns you oodles and oodles of cash.

C&C feels like a cross between *Sim City* and *Jungle Strike*. You spend quite a lot of your time playing a waiting game, building up decent-sized forces to attack with, searching out vast Tiberium fields, and constructing telecommunications towers and refineries. That's the *Sim City* part. Once you've amassed enough troops and tanks to fill a small continent, the *Jungle Strike* bit comes in, as you attack the opposition using a mix of tactical nous and luck.

And that's where the problems with the control system come in. Whereas you *don't* imagine what games like *F-Zero X*,

VERDICT ***Considering the way PC owners talk about the game, you expect C&C to be something approaching genius. And it's not.***

GO! GO!

pluses & minuses

+

- Great war setting.
- Diverse missions.
- Top stealthy bits.

−

- Annoying control system.
- Four year old PC game.
- Super-slow hi-res mode.

If you like this...

Chopper Attack
GT
N64/20, 81%
Fun chopper action-ed with fantastic soundtrack.

7 VISUALS

New 3D look makes C&C look better than ever. Shame the hi-res mode's so... very... slow.

6 SOUNDS

Consistently dreadful music, and minimal soldier sound effects. Plenty of speech in the briefing screens, though.

6 MASTERY

Could probably have been done on the SNES. This is the N64 just ticking over.

7 LIFESPAN

Plenty of missions, but the lack of a multiplayer mode means there's nothing to go back to.

VERDICT

A lazy four-year-old PC conversion, C&C is still pretty solid but never very spectacular.

75%

Build, mine, fight!

It's war! Which means you'll need to set up a solid base...

MCUs
The Mobile Construction Units are what you start off with at the beginning of each mission. Find a position next to a Tiberium field, and these things open up and build a factory for you.

Refineries
With the factory built, you can then start adding other buildings. First on your list needs to be a Tiberium refinery, where you can mine the spice, refine it, and then rake in the cash.

Barracks
As soldiers make up a very large part of your bloodthirsty army, you need to make sure that there's somewhere for them to live. Forget to create barracks, and you can't create soldiers.

Power Stations
After constructing a Tiberium silo (to house all your refined spice), you then need to think about a power station, to keep your gradually increasing population ticking over nicely.

Weapons Factory
With war on the horizon, you'll need some weapons to chuck around, and the weapons factory is the only way you'll be able to put together a decent mix of armoured weapons and soldiers.

Repair pad
If things start to go a bit pear-shaped, you'll almost certainly need one of these – a repair pad. Build one at the bare minimum of cost and they can mean the difference between winning and losing.

Missiles. If in doubt, they take things out.

Another SAM site. And a vicious lazy curve. They hurt.

Star Wars Episode 1 and *Zelda* would be like without the addition of silky smooth movement, the analogue stick does nothing more than complicate C&C. It's far better than the PlayStation's cumbersome D-pad, but it's still not as precise as a mouse; and when you're trying to accurately section off your forces and send them in different directions, or even set paths for your tanks, nothing but pinpoint precision will do.

And never are the problematic controls more aptly demonstrated than when you're in the middle of a battle. Because you have to 'drag and select' your men (explained in more depth in the 'What a drag' column on page 76), and because a lot of the time different sections of your men are fighting different enemies, it's almost impossible to select just, say, three soldiers and send them somewhere else; with the PC's mouse it's simple, but with the darling movement of the analogue's cursor you can never really choose a select band of troops without some saves.

The lack of a satisfactory control system, then, somewhat dampers C&C's appeal, and rips the heart out of a game that relied entirely on its ability to pull off split second decisions without making mistakes. But even given that, considering the way PC owners talk about the game, you kind of expect C&C to be something approaching genius. And it's not. At least, not anymore. You can see the spark, and it's definitely still engrossing in spells, but because it's been cloned so many times since its original release – with the forthcoming N64 *StarCraft* only one example – you're just left expecting more than you actually get given.

There's certainly no lack of missions as the game incorporates the original game's levels *and* PC add-on pack *Covert Ops*, and the diversity in objectives is impressive enough to allow for very little repetition. In fact, most of the missions – considering the fact that they've been kicking around for years – are still pretty entertaining, particularly the more unusual ones, like the lone sniper missions where it's just you against hundreds of soldiers, an army of tanks and shed loads of missile turrets (known in the business as SAM's, y'know).

But, even given that, there's just an underlying feeling that this first N64 C&C is a tad lazy. If Raster can spend the time rebuilding *Quake II* from the ground up (see page 66), then C&C developers, Looking Glass, could certainly have done the same. And why, when the N64 is currently responsible for some of the most innovative, eye-gorgingly *amazing* games the world has ever seen, should we have to put up a four-year-old PC conversion?

Still good, then, but not good *enough*.

TIM WEAVER

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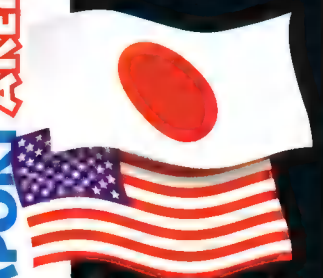

The games reviewed in this section are so far only on release in Japan or America. Because N64 is fully independent from Nintendo, though, we can bring you reviews of them immediately. When they're released in the UK, we'll bring you a new, updated review.

PREVIOUSLY IN N64 We reviewed the original *Pokémon Stadium* back in issue 20.

Gengar prepares to pounce.
Meet Pikachu's tougher but less cute chum, Raichu.
Come on! Come and have a go...
Psyduck is brilliant – a quivering bundle of bubble-keeping nerves.
That's a flatline, after administering a fatal dose of Well's disease.
The computer trainer's line-up looks outgunned.

POCKET MONSTERS

There's no place to run when you're wired

By now, we reckon you must be pretty familiar with the whole Pocket Monsters story, despite lacking any official UK games or merchandising. So, please look on this as a glimpse into the future, a sneak peek at one of the best monster spin-offs so far, because *Pocket Monsters Stadium 2* will, eventually, be translated into English. Oh yes, it will.

For the American market, of course, but it's such a brilliant addition to the original Game Boy RPGs that Nintendo simply *must* give us a PAL conversion as soon as possible after the Pokémon bandwagon hits Britain.

Like the original, *PMS2* gives budding monster trainers the opportunity to see their creatures battle in spectacular 3D. But while the original had only 40 monsters to play with, *PMS2* has all 151

INFO BURST

POCKET MONSTERS STADIUM 2

FROM:	Nintendo
CART SIZE:	256Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	XX pages ✗
CARTRIDGE SAVE:	✓
PASSWORD SAVE:	✗
EXPANSION PAK:	✗
RUMBLE PAK:	✗
GB PAK:	✓

WHEN'S IT OUT?

March | TBA | Now

COST: ¥6800 (APPROX £35)

Raichu takes a few moments to recover after taking a particularly heavy shot.
Psyduck is only truly at peace with his eyes and ears shut.

Mini Glee

Drowzee pendulum

The funniest mini game ever! Four Drowzees stand around a pendulum, casting hypnotic spells on each other. As the speed of spell-casting increases, the creatures begin to fall into a trance, wobbling around and snoring like pigs. Last one standing wins.

Diglett rings

Using the D-pad to aim and the sensitive analogue stick to set the power, throw your Ekans over the Digletts as they pop up from their holes. Unlike the fairground game upon which this is based, you don't get your wallet stolen by a gypsy while you play.

Pikachu torture

Pikachus and Voltorbs wire themselves up to a torture machine for this 'game'. Be the first to build up an electric charge, then unleash all 10,000 volts of it into your hapless opponents. Allow yourself a wry smile as your enemies dance the jig of agony.

Magikarp flip

The most useless monster ip the game stars in this curious little contest. Tap A to make your fish flip up and hit the counter, like some kind of piscine doorman (with a slightly larger brain). The winner is the one with the most hits on their ticker.

Clefairy college

Even bequiffed pink blobs have to learn some time. The Clefairy schoolma'am writes a sequence of moves on the blackboard, and the pupils must do a little dance to show they remembered. Missing a move means you get squished by a giant mallet.

Lickitung sushi

Slurp up the tasty sushi from the conveyor belt, avoiding the hot wasabi which makes your creature turn red and run around, screeching. The giant tongues look authentically soft and rubbery. Hint: stick to one type of sushi for maximum bonus points.

STADIUM 2

up to a torture machine.

of them stuffed into the 256Mbit cart, along with every possible attack, a quest mode, battle tournaments, and nine brilliant mini games. It's huge.

The quest mode is something that will appeal to every *Pokémon* player, assuming we've understood it correctly. It offers the opportunity to tackle the Elite Four, the ultimate Pokémon masters. Beating them gives you the chance to win rare and valuable creatures – including Mewtwo, the fabled 151st monster. Once you've got one, you can download it onto your Game Boy cart via the GB pak, so unless you're one of the lucky few who got Mewtwo via one of Nintendo's Japanese promotions, it's the only way to get all the monsters without using a cheat which ruins your save data.

You can also swap data and items between two or more GB carts, if you've got enough GB paks, and you can look at all the monsters you've collected in Professor Akido's lab. The creatures are quite stunning to look at – they really appear to have a life of their own, shuffling around, their breath perceptible underneath skin so seamless that you'd never realise they were just a bunch of animated polygons. The attacks are suitably dazzling, while still managing to look exactly as you'd expect them to from the monochrome originals. All in all, it's a masterful piece of design.

VISUALS ***The creatures are quite stunning to look at – they really appear to have a life of their own.***

But... unless you're prepared to spend £50 on an import title you'll barely be able to scratch the surface of, there's very little point in buying a Japanese copy of *PMS2*. We've had great fun with ours but you *must* have a decent collection of monsters on a Japanese GB cart if the battles aren't going to become tedious. You can choose a team of perfect Pokémon stored inside *PMS2*, and proceed to smack the computer senseless but where's the fun in that? Hmm. The Japanese GB game is way too difficult for the average Western hit-and-hoper, so you'll miss out on the main reason for *PMS2's* existence.

Don't worry though. *PMS2* will be released in the States next March and, fingers crossed, over here soon afterwards. Now *that's* something to look forward to.

MARTIN KITTS

pluses and minuses

- Every character in glorious 3D.
- Great special effects.
- Hilarious sub-games.
- Loads of options.

- You need a Japanese GB cart to download monsters.

If you like this...

Mario Party
Nintendo
N64/27, 85%
Similar sub-games, and more of them.

ACCESSIBILITY

The mini games are enjoyable, but you need to collect monsters in the Jap GB game to get the best from the battles.

9 VISUALS

Rarely short of stunning; superb animation and FX really bring the monsters to life.

9 SOUNDS

Manic commentary, using Factor 5's voice compression technology from *Rogue Squadron*.

9 MASTERY

The way the GB pak interaction works is something that only Nintendo could have dreamed up.

? LIFESPAN

Impossible to say, until we get a UK version, but should last ages if you're a true Pokémon fan.

VERDICT

An essential addition to any Pokémon trainer's collection, and almost certainly a Star Game when the UK and US versions arrive.

83%

The videogame magazine

Arcade

Summer's here!

PHOTOGRAPHY: JUDE EDGINTON

Feed your head with games for the summer – Arcade goes out to have some fun in the park.

Plus: The future of videogames, charts, tips and the best reviews.

Issue 10. On sale 27 July.

Future Publishing

Welcome to Club 64, the part of the magazine designed to help you get the most out of your N64 games.

TOTAL GAME SERVICE FOR NINTENDO 64 OWNERS

Club 64

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How to be first to the chequered flag.

TIPS EXTRA 100
Hot tips on all the latest games.

Dr. Kitts' Game Clinic — Gaming solutions from the sinister Dr Kitts. 105

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More tricky challenges.

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Yet more new leagues.

Club 64 — Are you good enough for the Platinum Club? Find out here. 113

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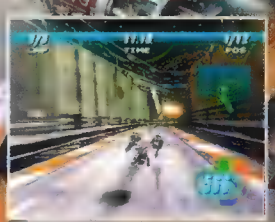
This month's top guide:

STAR WARS EPISODE 1: RACER

The remaining tracks smashed open!

Part 2 90



Club 64 MAILBOX

Fishing tackle, monkeys and a little blue guy called MagiKoopa – a veritable smorgasbord of letters this month. Read on...

Club 64, N64 Magazine, 30 Monmouth Street, Bath BA1 2BW
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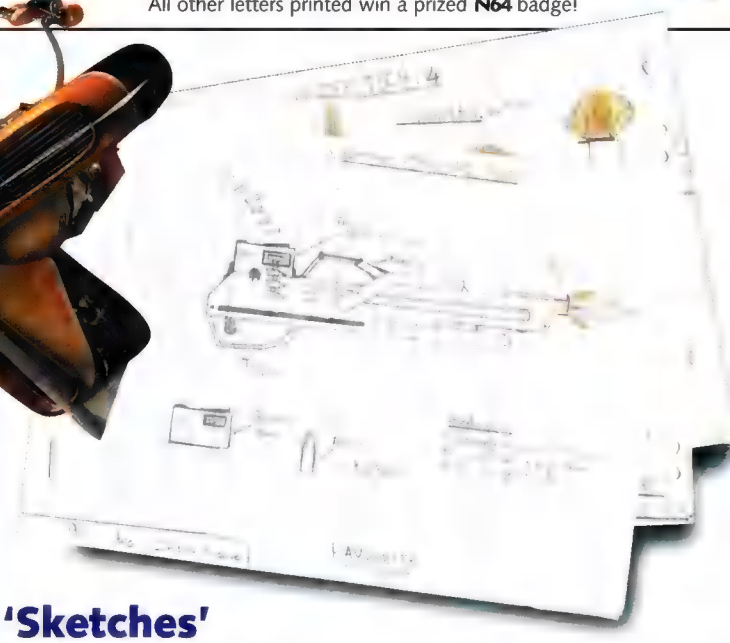
Each month, the **N64** Star Letter wins a G64 Steering Wheel with Rumble Effect (LMP 0800 0813061).
All other letters printed win a prized **N64** badge!



'Drip fed'

In **N64**/28 you reviewed three PAL games, while in **N64**/29 & 30 you reviewed two. Nintendo did *exactly* the same last year. Where are the games? Okay, so we've had the superb *Star Wars Episode 1: Racer*, but you would have thought Nintendo would have at least tried to support *Episode 1* with five or six other titles. Instead, we're still getting drip fed games at the slowest possible rate. When is the N64 going to get games at the same rate as the PlayStation? *Episode 1* can only last so long.
Darren Tischurch, Aldershot

You're right, we should be getting stacks more games, but it's not fair to blame just Nintendo. The success of any machine depends on third-party support, and the N64 just hasn't got enough. It's also down to that old problem of carts: for many developers they're just too expensive. That said, when you compare the amount of quality games the N64 gets against the PlayStation, the N64 consistently comes out on top. Wait until the second half of the year and you'll have so many amazing games, you won't know where to look. **Ed**

Correction corner

A corner full of corrections, would you believe?

In **N64**/26, on your Welcome to **N64** page, in the end paragraph, Tim said that he took £2.95 into Bath to see what he could buy and ended up buying **N64** again in order to get the rack. How could he do this? Surely he was waiting his intro before the mag came out.
Roger McCartney, Durham

[illegible], that. **Ed**

In **N64**/28, on page 50 of Planet Game Boy, in the caption accompanying Tommi Aurela's picture you've written: "I am [illegible] your V signs, no? Ja!" What's no? There's no such word in the Finnish language. It's Swedish!
Antti Teirmaa, Finland

[illegible] of Finnish is [illegible]. **Ed**

In **N64**/26, you gave *Micro Machines* 86%, but then didn't award it a Star Game in Directory, even though all games scoring over 85% get Star Games. What's going on, then?
Joseph Harris, Anglesey

An administrative error. **Ed**

In your Top Ten chart in **N64**/29, you said that *Mario Kart* was reviewed back in **N64**/26 and was released in July 1997. I don't think they quite go together, do they?
Liam Nicol, Southampton

[illegible]. **Ed**

In **N64**/30, in the *WCW Mayhem* preview, you said that Stone Cold Steve Austin was in the WCW, when, as everybody knows, he's actually in the WWF. Who's to blame, then?
Curt Appleby, Cleveland

Smells of a Bickham up, that one. **Ed**

'Sketches'

I've been thinking a bit about *Perfect Dark*, especially after last month's fantastic Special Investigation, and I thought I might send you some of my sketches for weaponry that I'd like to see in the game. I've played loads of gun-based games, like *Turok*, *GoldenEye* and *Turok 2* and reckon these designs would be great for something like *Perfect Dark*. What do you think of my ideas?
Chris Lowe, Tyne and Wear

A+. We especially liked the particularly nasty Shockwave. Unfortunately, Rare have already completed all the weaponry for Perfect Dark, *so your designs have come a little too late in the day. But, keep it up. Next time the team take to a first-person shooter (on the Dolphin, we suspect), your drawings could come in handy in any Perrrrfick Day-like write in.* **Ed**

'Tackle shops'

In reply to Matt Nguyen's letter in **N64**/29 about ideas for a new *Zelda* game, I came up with quite a hefty list: 1) Past *Zelda* games have included raft rides. As a sub-game, or maybe as another form of transport, Nintendo could include a 3D raft riding section (it could be amazing with Dolphin technology); 2) In the next game, there's got to be more than one fishing pond, supporting many different kinds of wildlife. Also, a few well stocked tackle shops would be nice too; 3) You should be able to buy whole costumes instead of just masks. Some could be essential for completing certain sections; 4) A four-player deathmatch and also a four-player co-operative mode. Now *that* could be interesting. So, tell me, what do you think?
Thomas Jones, Upminster

Some top ideas, there. We were especially curious as to how the four-player co-operative mode would work. Perhaps the game could have specific co-operative levels where Zelda, Link, Darunia and Mr Ingo (among others) could all roam about Hyrule trying to fight Ganon and his legions of slack-jawed skeletons. Mmm. And the extra big pond sounds good too. **Ed**

'Two monkeys'

Here's one to test the office brains: if two monkeys take four days to walk from Eastbourne to Brixton, and it takes those two monkeys 10 minutes to replace two light bulbs, how long's a snail (in centimetres)?
John Stevens, Bexhill-on-Sea

Well, I'm telling you now: it doesn't take four days to walk from Eastbourne to Brixton. (Er, think he noticed that I didn't actually know the answer?) **Ed**

'Croydon'

Right, I'm wondering whether you can clear something up for me. Last month, I purchased **N64**/29 at Electronics Boutique in Croydon, and saw there was just the one tips book with it – the *Mario Party/Turok 2* Double Game Guide +. Then, the next day I went back to Croydon's WHSmith and found that there were copies of the same issue – **N64**/29, remember – but these were bagged and had an extra book called Game Over free inside. What's going on? These sort of things really confuse me.
Jade Chu, Coulsdon

Ah, right. Well, basically, around 3,000 copies of the brilliant Game Over (a book charting Nintendo's rise to world videogaming power) were left lying around after **N64***'s sister mag, Arcade, gave away copies of the book a couple of months back. Soooooo, given that it's such a fabulous read (and, as a bonus, about Nintendo), we thought we'd chuck the remaining copies in with* **N64**/29 *so that 3,000 lucky* **N64** *readers could get a taste of it. And those who missed out didn't*

really miss out anyway as our superb subscriptions offer now includes a free copy of Game Over – Nintendo's Battle to Dominate Videogames. Just flick to page 130 to find out exactly what you need to do. It's definitely worth it. **Ed**

'Shrugged shoulders'

In **N64**/27, you reviewed a game called *Beetle Adventure Racing*, yeah? Well, I was just wondering whether I'm the only person in the world who has realised the game is actually a fake. It was created by you as an April Fool's gag, and no one has challenged the existence of the game... until now! I'm sorry, but I've been into many stores and been met by shrugged shoulders and hysteria behind the counter as I asked about the game in question. I'm convinced it doesn't exist. Even in the review there are obvious signs of forgery: one of the screenshots is definitely from Wario Stadium. Still, you've completely fooled my friends who won't believe me when I say it's fake.
Yan, Manchester

Damn! We obviously underestimated you... mentalist. **Ed**

'Small point'

Just a small point: I think it's a bit of a shame that you have published such a detailed guide to *Duke Nukem: Zero Hour* before the game's even out in the shops. Perhaps you should have held off and given people more of a chance to get into the action, instead of spoiling the enjoyment.
Tom Badran, Basingstoke

Yeah, we're sorry about that. Unfortunately, it was completely out of our hands. See, when we reviewed Zero Hour, *publishers GT assured us the game would be out at the end of May. Thus, we went ahead with the guide the issue after. Barely a couple of weeks before* **N64**/29 *came out, though, the game slipped to June 25th. The reason, apparently, was to add new textures. Anyway, as we put the finishing touches to last month's Double Game Guide, the game – sigh – slipped again, this time to the end of July. Which is, as far as we know, the last slippage. So, we hope you kept that DGG+ nice and safe, as you'll need it this month.* **Ed**

'Harsh words'

After reading Graeme Beech's letter in **N64**/30 regarding N64 adverts, I thought I'd just write in to say how impressed I was with the absolutely stunning *Star Wars Episode 1: Racer* advert on TV. Finally a good advert from Nintendo, then, eh? Perhaps

DREAM ON

Imaginations – gone mental!

WINDOWS 64

Why don't Microsoft and Nintendo team up to make Windows 64? It would be similar to PC Windows, where you could dabble with word processors, spreadsheets, databases and drawing programmes, but you could also access the Internet! It would be on a cart, with a printer so you could print out your pretty pictures, spreadsheets and databases. You could also download information from the controller pak onto databases and create back-up files. It would make the N64 even more superior to the PlayStation and PC.
Ross Galloway, Scotland

Right. Presumably Nintendo would have to bring out a keyboard too, as writing letters with the N64 controller would be nightmarish. Internet access sounds good, mind, as does a drawing package in the light of Mario Artist's *eternal delay. But, er, databases? And – please strike me down with lightning –* spreadsheets? *That'll keep the* Perfect Dark *crowd happy.* **Ed**

FIRST DO NO FARM

This newie from Nintendo comes free with a Sniffer Pack, which you attach to your face and and nose, and then plug into one of the controller ports. The game itself is a 3D adventure in the style of *Zelda*, where you slip into the wellington boots of Joe Tweezer, a young farmhand, as he wanders around vast levels, exploring such areas as dungeons (with realistic decomposition smells), cabbage patches (ditto, except slightly more fruity), and cowsheds (manure, plus unique farmer BO). The Ganon-like nemesis is Eddie 'The Bulldozer' Jenkins, who you fight to the death at the end of the game in his 100-storey skyscraper which smells of furniture polish, Tommy for Men and over-flowing urinals. Who needs Miyamoto, eh?
Gary Moughton, Clyde

Who indeed. Although, imagine if Miyamoto himself took it on. 3D cowsheds, vast expanses of cabbages to chop up with your wellie boots, and, er, overflowing urinals. Whaddagame. **Ed**

GO! GO!

BONUS LETTERS

I expect and apology for helping my fail my A-Levels.
Crying Man, Blewbury

My name is Bo-rin Lee. I'm a he.
Bo-rin Lee, Luton

I don't think many people pop down to B&Q for a Rocket Launcher.
Craig Woodall, Sedgley

I don't want you to make fools of yourselves.
Antony Woods, Wolverhampton

What does **N64** Magazine taste like, do you think?
Paul Janaway, Southampton

You make so many spelling mistakes in your mag. It's awfal.
Joe Gordon, Bromley

Or you know what, sunshine...
Peter Campbell, Belfast

You also thought that Snorlax only wakes up to fight when he wakes up to eat!
Jason Murray, Wirral

Are they true or as fake as Andrea's tan?
M Rees, Llandysul

Someone actually had 600MHz.
Wlison Chan, Essex

One of the Harvest Sprites nicked it from me and won't give it back.
Adam Coltman, Surrey

your harsh words sorted them out.
Alex Colling, Newcastle Upon Tyne

Yeah, it's great. We were mightily impressed with it. Especially at the first bit, with the spaceship that turns out to be a metallic N64 controller. First time for everything, eh? **Ed**

'Sachet'

While off on a family skiing holiday in the French Alps, myself and my family happened to stop at a piste-side restaurant. After ordering my cafe au lait and sitting back to enjoy the mountainous views, I noticed something just a little bit familiar: emblazoned on the local sugar sachets was Andross – Fox's evil nemesis! Okay, so it's not quite the Andross we know and, erm, hate, but it just goes to show that Nintendo have a little more influence than we thought.
Jason Cuddy, Edinburgh

No, that makes sense. We heard Andross was actually a bit of a sweetheart! (Silence.) **Ed**

'Strange blue'

Whilst rummaging through some old back issues, I came across this very odd screenshot from *Mario Kart*. Now, it may *look* like a normal *Mario Kart* race, but if you look closely, just in front of Wario is a strange blue character. Is this a new secret character in *MK64*?
Sean Hunt, Swindon

Nope. The blue guy in question is actually MagiKoopa, the little wizard bloke from Super Mario Bros 3 *on the NES. Originally, as you can see in the picture, he was intended to be part of the* Mario Kart 64 *crew but was later replaced by the slightly-better-known Donkey Kong. Apparently this was to do with the fact that he played a little too similarly to Yoshi and Toad, and Wario needed another fatso to equal things out a little. Seems fair.* **Ed**

So tell me this

1. Any news on an N64 cricket game?
2. Are we ever going to see a sequel to *Mario Kart 64*?
Chris Lolliot, Haywards Heath

1. Disappointingly, no. EA's* Cricket World Cup '99 *has just come out on the PC to a mixed reception and that, sadly, looks about the only possibility at the mo.* Brian Lara Cricket *from Codemasters was once mooted as a definite N64 conversion, but it seems to have disappeared.
2. Not on the N64, that's for sure. Almost certainly there will be one on Dolphin, though.

Okay, then, so when is the DexDrive coming out in the UK?
Bradley Porter, Loughton

There still hasn't been a release date confirmed for it, despite the fact that it's obviously a work of design genius. The best way to get hold of one is to nip along to www.ebworld.com, Electronic Boutique's American website, and order one from there. They're only about £40 (£25), but expect to pay a little bit more once tax and the like have been taken into account.

When are we going to get a decent airplane sim on the N64? Please don't tell me we're going to be condemned to a life of mediocre fare like *Aero Fighters Assault* and the planes in *DKR*. What are the chances of getting the marvellous *Jane's F-15*, *European Air War* or *Falcon 4.0*?
Alexander Stone, Cambridge

Not great, we'd imagine. There are two problems, really: 1) N64 carts just haven't got enough space to cope with the amount of information that something like* Jane's F-15 *needs; and 2) Not enough N64 owners really want those kind of games on their machine. The forthcoming* Harrier 2001 *might be to your liking, though. Early word says that it's going to be pretty tasty.

It clearly states in your Ultra Release List that *Destruction Derby* is a certainty for the N64, yet we hear virtually nothing about it. Is it actually still in development?
Robaldo, London

Great name, by the way. Anyway, as luck would have it, we finally got our hands on a playable copy of* Destruction Derby 64 *this month – and it was looking nice. Developed by Looking Glass – who, among other things, have been responsible for the not-too-bad N64 C&C conversion (see page 76) – the game featured some tidy visuals and accurate handling, plus some N64-specific features. If you want to see more get along to previews.

1. Are Nintendo planning to do any retro compilations like *Donkey Kong 1, 2* and *3*?
2. Is there any possibility of sequels to *Diddy Kong Racing* and *Lylat Wars*?
Stephen Hewitt, Oldham

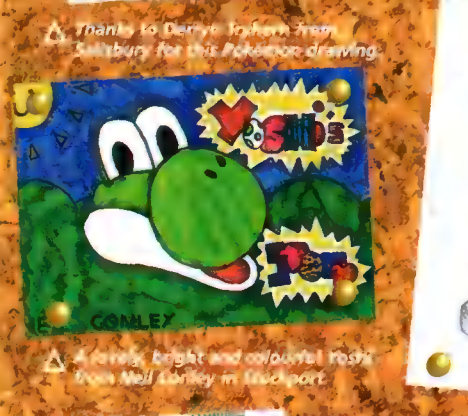
1. No. Not on the N64, anyway. But look out for compilations on the Game Boy Color.
2.* Diddy Kong Racing? *It's not an outright sequel, but next year's Mickey Mouse racing game will use the same engine. As for* Lylat Wars, *expect a third* Starfox *game on the Dolphin.

Send your questions to: So tell me this... **N64** Magazine, 30 Monmouth St, Bath, BA1 2BW

The N64 MAGAZINE BOARD

Go on, be artistic!

Here's a great looking Lupos all the way from Jason Frost in South Ayrshire



Thanks to Danyle Topham from Salisbury for this Pokémon drawing

A really bright and colourful Yoshi from Neil Lumley in Stockport

Many thanks to Daniel Lisby from Manchester for this picture of Bomberman

Here's a nice Will Overton™ type tribute to Johnnie Dark from Stuart Holden in Aberdeen

A great drawing of the team on an envelope! by Kazumi Wrona from Middlesex

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WRITE YOU ARE!

Think we've got it wrong? (*Surely not* – Ed) Well here's your chance to set things straight.

Reckon we've over-estimated a game's appeal? Misjudged how popular a new title will be? Well, we think we manage to get things pretty accurate most of the time, but everybody's entitled to their own opinion, and that's what this page is all about.

This is your chance to have your say, the opportunity to review a game you think's absolutely cracking, or warn us about a game you think deserves consignment to the rubbish bin. Whatever your opinion, jot it down, keeping it to about 100 words, clearly stating your views. Give it the percentage score you think it rightly deserves, add your name and address at the bottom and send it to the following address:

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Oh, and don't forget to send us a photograph as well. We'd really like to pop it next to your review for all the N64 gaming world to see.

VIGILANTE 8

Vigilante 8 is like a spaced out stock car shoot-'em-up with attitude and I love it. Imagine *Destruction Derby* with wicked wheels, tonking tunes and an awesome selection of weaponry. It's a bad-ass blast with more boogie than a night at the disco.

The multiplayer is one of the maddest I've played in ages – it's a blast. Three difficulty levels and a garage load of options mean this'll run and run.

A rip-roarin', tyre-squealin' classic that'll have you poppin' caps in asses all night long.

Hedley Gabriel, Essex

88%

WCW/NWO REVENGE

How on earth could you give *WCW/NWO Revenge* 75%? It's the worst game I've ever played! Horrendous graphics and blocky characters are bad enough, but the game is just totally unplayable. Players don't react to moves and they're hardly stunning! Have you ever tried four-player Royal Rumble? It's probably the worst bit of the game. Huge wrestlers crammed into a tiny ring – you can hardly move. Luckily I only played it at a Nintendo party with my N64 mates. Don't waste £40 on this trash; buy *Warzone* instead.

Barney Howes, Chelmsford

32%

BODY HARVEST

I can't believe this. I only found out about this game in your magazine and you rated *Zelda* higher! Shock, shock, horror! *Zelda* is just: "Ooh, look a bug thing on a wall! Let's kill it with a dumb boomerang". I mean, Holy Cow! But *Body Harvest* is: "Bang! Peeyow! Let's run over that man over there and see the guts fly!" See the difference? *Body Harvest's* got a great story too. In *Zelda* the bad guy is Ganon – that is sad – but Black Adam is a class act!

No competition. *Body Harvest* rules every time.

Matthew Dix, Tyne & Wear

98%

SILICON VALLEY

Of all the games I received for Christmas this year one really stood out. And no, it wasn't *Zelda*, it was *Spacestation Silicon Valley*. The puzzles are well thought out and it gets harder as you progress – maybe even a little too hard in places – but with ideas so original no other game compares. If only there were more games with new and original ideas like *Silicon Valley*, the N64 would prosper big time.

If you haven't got *Silicon Valley*, go and get it now. You won't be disappointed, that's for sure.

Tony Welch, Chester

92%

Send your reviews to: Write you are! N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW.

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HOW TO...

burn it up Sebulba-style in

STAR WARS Episode 1: RACER

Racing. In pods. Against aliens. It can only mean – yes, that's right – Star Wars.

WHAT WE SAID

We reviewed *Stars Wars Episode 1: Racer* in issue 30 and this is what we concluded:

"The Star Wars name alone will sell millions of copies of this game. Thank only it's actually worth all the hype."

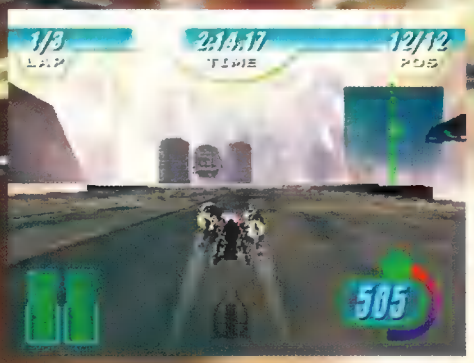
N64 STAR GAME

88%

By the time you read this, Star Wars fever will have reached its peak. The film will have hit the big screen, and just about everyone will know whether it was really worth the interminable wait. (*It wasn't* – Tim)

Of course, if you want to relive the experience you just need to get your mitts on a copy of *Star Wars Episode 1: Racer*, the game that allows you to take part in the film's fantastic podracing scene.

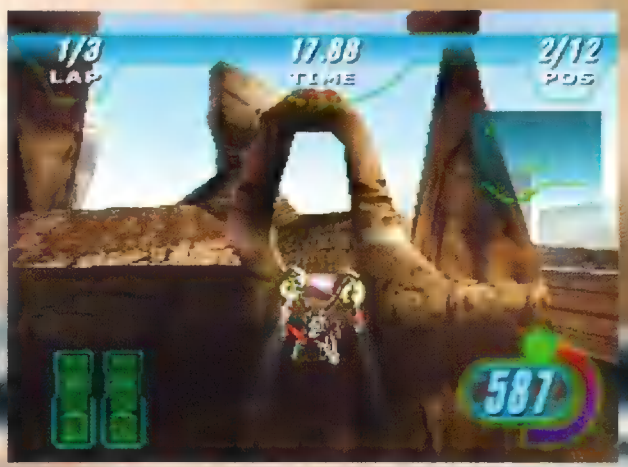
And if you're having trouble keeping your pod out of the ditch and continually smashing up your engines, then here's the place to be. Last month, **N64**/31, we provided hints and tips for completing the first 14 tracks. This month we tackle some of the trickier, and faster ones; your opponents won't see your podracer for dust.



ARS (PART 2)

TRACKS

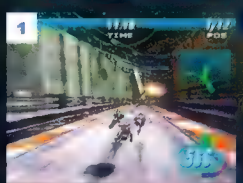
by Daniel Glenfield



GALACTIC POD RACING CIRCUIT

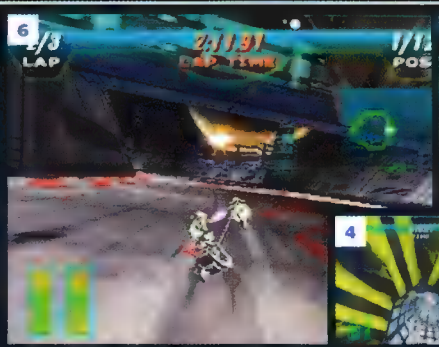
Executioner

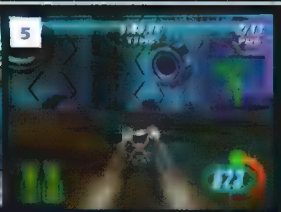
The usual zero-gravity action awaits you on Oovo IV. The floating chunks of ore that are being transported through the tunnels will prove to be hazardous, but, with a little bit of practice, you'll soon learn their complex layout. You'll also need plenty of practice before attempting to take the shortcut at full speed, but it's invaluable for time-trialing.



1 As you go into the first tunnel, keep to the right-hand side to stay in front of the opposition. The bridge up ahead is quite narrow and bends a little, so push Down on the analogue to help you get around it without scraping your engines against the sides.

2 Just around the corner lies a perilous situation for everyone: 12 podracers are all trying to squeeze through a tiny gap. If you line yourself up and refuse to be knocked aside you'll sail through with ease!





3 There's a shortcut at the end of the next tunnel that cuts out one of the trickiest parts of the track. While you're racing inside the tunnel stay on the left then, just as you're exiting and about to enter the next one, push Left on the analogue. You'll dodge out and into a secret passage a little further on.

4 Disengage boost mode before you enter the zero-gravity tunnel (you'll crash into the roof if you don't), but continue to hold Up. Once you're inside, activate boost mode once more to reach unthinkable speeds!

5 Boost across the open area and get your craft into position for the rotating door in the distance. Don't worry about smashing into the wall – you'll make it through intact. As for the four tunnels afterwards, take the third one on the right as it sets you up perfectly for the zero-gravity section on the other side.

6 Hug the last bend as you approach the finish to avoid dropping a place or two as you cross the line.

3 LAP RECORD: 5:15.722 **LAP RECORD:** 1:40.965

GO! GO!

CHEATS

MORE PIT DROIDS

For a total of six pit droids, race in 'MASTERCHEF' and go to Watto's shop. Now press Up, Down, Left, Right, Right, Up on the D-pad for the desired effect.

CY YUNGA

To play as Cy Yunga, select the 'PRCYYUN' file. He will appear at the end of the character roster in place of Bullseye Navior (although you must have Jinn Reeso already available).

TEAM PHOTO

Finish first in all the races and go to the Hall of Fame. When the demo starts to play, as you can see who to thank for this excellent podracing game!

Sebulba's Legacy

This course is fairly short but that doesn't necessarily mean it's easy. There are a few very difficult corners that you need to prepare for, and it's advisable to use Z to skid around them. Don't be surprised if Sebulba leads the race – rumours are that he designed this track himself!

1 Make sure you're ahead of everyone else as you reach the first bend because you'll need some space to skid around it. You'll need your boosters to cross over the water at high speed: use the bright lights to guide you back onto the track.

2 Look around here for a path on the left that leads up a hill. This is the easiest route through this part of the course, but you'll have to use the hard steering method to stop yourself from crashing into the sides. And don't think you'll be the only driver taking this route either!

3 Soon after this shortcut, there's a hole in one of the mountains on the right which allows you to avoid the tight corners around the other side. You'll have to be quick to turn into it, though. This is also the preferred route for the CPU craft.

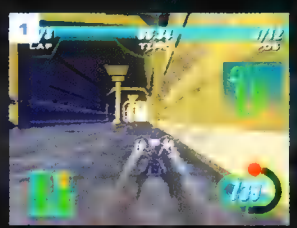
so use short boosts to stay in front of them.

4 When you see the tall rock jutting out of the ground, push hard Left to get yourself around the corner. This will keep you on the upper path as you drive around the U-bend and stop you from falling onto the lower track. If you do drop down, however, drive straight across the middle (past the rock) and into the tunnel, where careful braking is needed to get past the light bends inside. If you were lucky enough to stick to the top route, then it's just a nice long boost to the finish line!

3 LAP RECORD: 3:16.154 LAP RECORD: 1:04.181

Grabvine Gateway

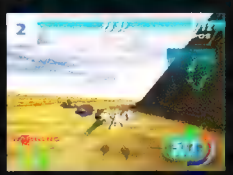
Set on the swamp planet of Baroonda, Grabvine Gateway is surely a track designed by the devil himself, with narrow turns, overgrown paths and a deadly swamp section that can take you from first to last in no time at all. Thankfully, though, there are some good stretches that you can boost along.



1 When you reach the pillars, get to one side of them and briefly boost. This will give you an extra bit of space ahead of the rest of the pack, and on this course you'll need all the space you can get – believe us!

2 As soon as you leave the city there's a hard turn so push Down and stay close to the stone wall. If you're having difficulty with this, it's time to upgrade your craft's handling, as things only get worse from here onwards.

3 The sand dunes are extremely tricky to get through without losing your lead. The key is to slam on the airbrakes and really turn into the corner, then accelerate on to the next one. There's not an awful lot of room for skidding and you often come off worse if you hit the side of the track. So be careful.



4 The overgrown jungle area will have you swearing, Tim-style, time and time again. Try to stick to the beaten track as you speed along, and when you reach the devilishly-difficult 'S' bend (the bit where you can't see anything for the vines and long grass obscuring the view) slow down, turn tight into the bend and then use the map to guide you safely through. Your opponents will, naturally, zip past you and into the swamp.

5 This part of the course is even harder than the last, but you can, with lots of practice, get through it. It's extremely important to press Z while pushing Down to point your podracer in the right direction. Also, brake hard for the narrower turns otherwise you'll crash and lose your valuable position.

6 Now's your chance to regain first place! Boost across the bridges, keeping to the right, and continue to use short bursts along the straights to overtake the leading podracer. Lovely stuff.

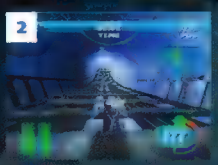
3 LAP RECORD: 7:32.380 LAP RECORD: 2:30.184

Andobi Mountain Run

Yet another token ice level, but the only one to feature such a large outdoor area. There are plenty of alternative routes for you to choose from, but we believe that our way is the fastest of them all (providing you don't continually crash, of course).

1 After the statue at the beginning of the race, you can boost for quite a distance before the track branches off inside the cave. Stay on the right, but beware of the indestructible chunk of ice in the middle of the next cave because it'll take out your engines.

2 Race across the wooden bridge to get outside and skid around the 90 degree corner before boosting up the hill. Hold Down to shoot through the air and onto the ice across the other side of the large ravine (this looks dead flash when overtaking a friend in two-player mode).



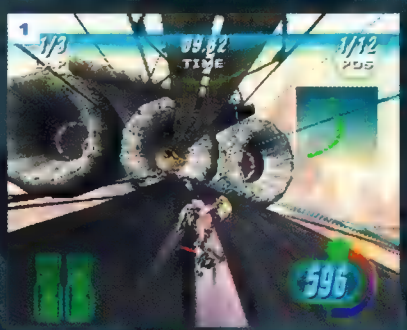
3 The bridge inside the underground tunnel splits in places so keep to either side to avoid smashing into the junction. At the other end is vast open terrain, but rather than follow the usual route, use the map to locate an alternative path that leads to a canyon. This means you avoid a chunk of the track, although many other racers will also use this passage too. Cut your engines as you go around the corners to save on repairs later.

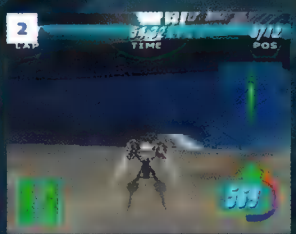
4 The tent to the left of the statue will be open for the remaining laps, so you can use the secret route behind it. This will almost always guarantee you first place and a big pile of Wugnuts.

3 LAP RECORD: 6:17.390 **LAP RECORD:** 1:59.235

Dethro's Revenge

Like all the courses set on Ord Ibanna, Dethro's Revenge is extremely fast, resulting in high speed races across the floating platforms that hold the gigantic Tibanna gas containers. What doesn't help is the way the track often narrows, proving dangerous for any craft boosting through it.





1 If you manage to stay on the top route, remember to push Down as you cross the gaps in the track to avoid dropping down. Should you fall off there's no need to restart as there's hardly any difference between the two paths.

2 Don't boost into the low passageway as you'll smash right into the roof! Instead, disengage your boosters and hold Up to dip sharply, then accelerate as soon as you touch down.

3 The bends up ahead may seem easy, what with the track being as wide as it is, but they're most certainly not. Make sure you turn early and use the airbrakes to get around them smoothly. Skid around the last one (with the black and yellow design) and boost up the ramp. Hold Up to land early on the next platform to provide yourself with sufficient space for speeding up the next ramp. Push Down to stay in the air for longer.

3 LAP RECORD: 3:40.421 **LAP RECORD:** 1:08.873

Fire Mountain Rally

One of the great features this stage has to offer is the giant plane flying overhead; it's well worth slowing down to watch. Just remember not to take your foot off the gas to examine the lava inside the volcano – unless you want to push your pit droids exceptionally hard, that is!

1 You always know you're in for a tough race when the first corner proves troublesome. Steer around it while pushing Down, but don't use Z to slide – it won't do you any good.

2 Use short bursts of speed afterwards, and release A whenever you go around corners. Hold Down to drive through the waterfall and land on the other side of the hole safely. Reduce your speed around the next part and then keep the throttle open.

3 Just before you reach the volcano you've got to navigate some very awkward twists and turns along a part of track that wouldn't look out of place in *V-Rally*. The best advice we can give is to apply your airbrakes and skid around the bend, then accelerate to the next one. Also, hold Up as you go over the fallen trees so you land quicker and can prepare for the next turn. Don't worry if you drop a place or two here as there's ample opportunity to get back in first place before the end of the race.

4 Boost down the long straight into the volcano and aim to stay above the lava at all times. The intense heat will cause your engines to catch fire and even explode if exposure is prolonged. Steer clear of the rocks as well, because even podracers travelling at fairly low speeds will be turned into scrap metal after a collision with one of these large stones.

5 Once you're outside, stick to the middle of the track as you go up the slope and into another of Baroonda's overgrown areas. Fall into the lava and you'll be forced to back up and try again!

6 The sand dunes require careful braking and skidding techniques to get through without suffering too much damage. When you see the stone pillar, go up the hill but keep to the left of the rock, then brake and skid while in mid-air to avoid crashing into the stone wall. Now boost along the bridge and enter the city.

7 From here to the finish use short bursts of speed to get ahead of your opponents and claim first place!

3 LAP RECORD: 8:39.611 **LAP RECORD:** 2:49.845

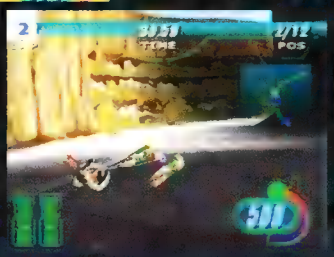
GO! GO!

The Boonta Classic

This is a long race with danger lurking around every corner in the form of rocks, pits, flames and sandcrawlers. Follow our guide to get through in the quickest time and once you've achieved first place you can play as Sebulba – complete with his very own flameout!

1 The first part of the track is relatively easy to boost along, but after the second big rock, drive onto the sand and look out for a narrow pathway that allows you to jump further on up the track ahead of your opponents.

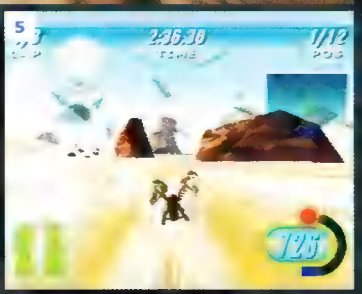
2 There's a nasty 'S' bend around the next corner so hit the brakes to skid pushing Down to turn tighter into the comet. Head up the slope and over the ravine, taking care not to fall into one of the deep pits by the side of the track.



3 There are three paths to choose from here, but we favour the right-hand one as it's faster and easier than the others. Weave between the rocks, keeping to the right, then once you're on the straight road you can use this to pull away from everyone else. Although you'll have to keep re-engaging boost mode to compensate for the all bumps in the undulating track.

4 For the arches, keep to the extreme left and go easy on the accelerator for the long bend just afterwards. Head down the middle of the next set of arches to make it easily into the dark passage. After the simple corner, boost along the short straight leading into the trench. Use short bursts of speed here, but watch out for the flames on the other side of the cave. They'll cause your engines to burst into flames and hamper your steering. Go up either one of the slopes to avoid the flames below to keep your podracer engines intact.

5 There's a sandcrawler taking a shortcut through the trench immediately afterwards, but by keeping to the sides you can avoid it with ease. Boost wherever you can and line yourself up for the narrow gap at the end which leads to familiar territory. Engage boost mode and swerve to dodge the rocks littering the track, making sure no one pips you to the finish line.



3 LAP RECORD: 7:32.736

LAP RECORD: 2:27.776

INVITATIONAL POD RACING CIRCUIT

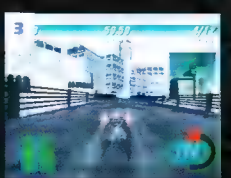
Ando Prime Centrum

The multiple routes available to you here make racing through the city a great pleasure. But the most satisfying thing about Ando Prime Centrum is the last part of the course, where you can boost to your heart's content all the way to the finish line.

1 Take the right path in the ice cave but don't drive through the small passage leading back onto the left route. Instead, apply the brakes and turn to keep to the same path. You should find yourself further ahead than everyone else.

2 At the three-way junction with all the billboards, the fastest route is the one on the left, although it's pretty difficult to get into. The trick is to start braking and skid with Z so you're facing in the right direction, although when to apply the airbrakes ultimately depends on which upgrades you've purchased.

3 You'll soon emerge out on the rooftops, but instead of going down the slope to the road below, drive across the bridges and into the narrow passageway that leads back onto the main track. This route is a lot faster, but the second bridge has no barriers so stay in the middle of it.



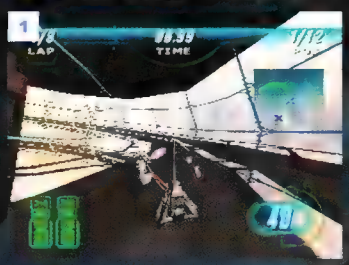
4 There is a short path just after the two billboards, but this is best avoided as you'll be facing in the wrong direction, plus you'll miss the chance for an exceedingly long boost. Which is along the left-hand side of the track under the archway, and all the way around the easy bend before the finish line. Just make sure that your engines don't overheat.

3 LAP RECORD: 3:32.234

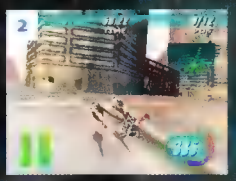
LAP RECORD: 1:07.921

Abyss

Very fast, but also very irritating as slipping off the top route in the first part of the course always sets you back a long way. And due to the extreme speeds you'll be travelling at, the easiest of corners becomes potentially fatal. You have been warned...



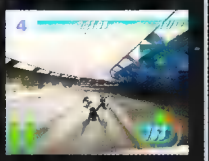
1 It's essential that you stick to the top route through the first part of the course and don't fall to the lane below. This alternative path has lots of tight turns and is also a lot longer. In fact it's soooo much longer that even if you're miles out in front you can expect to be in at least fourth place by the time you rejoin the rest of the group. To stay in the fast lane you have to slow right down and turn, making sure you speed up a bit for the short straights. Don't worry about your opponents overtaking you – you'll catch them up fairly easily.



2 Boost until you get to the Tibanna gas containers, but brake sharply and go around the first one to your left. In the distance you can see the next part of the track leading off to a platform, by speeding towards it you will find yourself back with the race leaders.

3 If you're skilful enough to keep to the top lane, you can drive along the roof of the next tunnel to avoid the difficult corners inside. The real bonus comes from steering your craft between the two flags and across the two small platforms onto the final part of the course!

4 Use your airbrakes to get around the corners and push your engines to the limit as you jump across the gaps to the finish line. Land early for the first one, but pull back for the second, keeping in a straight line to avoid crashing on another part of the course. If you can do this, you'll avoid having to do half the lap again.



3 LAP RECORD: 4:05.415 LAP RECORD: 1:18.706

The Gauntlet

Whoever said prison colonies couldn't be fun? At last you're given the chance to leave the complex and venture out onto the planet's surface. You'll find one of the game's simplest shortcuts here.

1 When you reach the outside, racing across the planet's surface, feel free to cut across the corners, but be aware that your speed will drop the moment you leave the beaten track. Some corners will still prove a little difficult, so release the accelerator to glide around them. Just before the entrance that leads back into the complex there's a shortcut that proves to be very useful for skipping ahead of your rivals. Use the map to find it and activate boost mode to help you cross it quickly (but be careful, otherwise your engines will invariably overheat).

2 As you rejoin the track, keep your craft near the side wall to make things easy and engage your boosters until you get to the next bend. Go around the outside of the bend to keep from dropping into the trench and boost through the tunnel afterwards, dodging the large rock in the middle.

3 Go around the outside of the next rock, but swing in early so you can drive down into the narrow passageway. Staying wide means you'll have to go around it again!

4 Boost through the zero gravity section, weaving between the many boulders that litter the tunnel, and use short bursts of speed until you reach the final bend. Stay close to the wall on the left as you come up to the finish line and no one will be able to get past you and your trusty podracer.

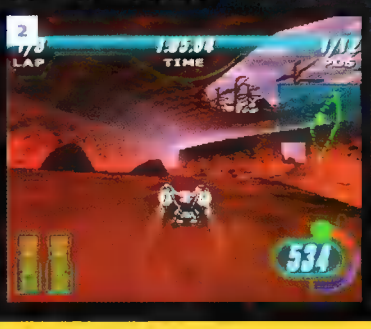
3 LAP RECORD: 8:21.128 LAP RECORD: 2:45.522

Inferno

By coming first on Inferno you are awarded Ben Quadinaros' podracer – a real beast with four engines to master. The volcanic ash makes it hard to see, but after a few attempts you'll instinctively know which route to take.

1 Keep to the centre of the track and boost through the arches into the next chamber. Steer left past the rock and drive across the bridge, using your airbrakes to slow down for the long bend on the other side.

2 Stick to the left and nip through the gap to leave the volcano for a second. Once back you're back inside and have sped around the tricky corners, take the low path in the following chamber so you don't have to worry about the small rocks.



3 Leave the volcano once more and turn hard to get around the last bend. If you want to be daring and boost through the narrow crack to the finish line, straighten up as soon as possible and use one of the C-buttons to tilt your podracer on its side to make sure you get through. And there you have it, the last track of the fantastic *Star Wars Episode 1: Racer* successfully completed!

3 LAP RECORD: 3:42.699 LAP RECORD: 1:10.572

HOW TO... thrash everyone F1 WORLD GRAND PRIX 2

SEND IN YOUR BEST TIMES!!

Five of the hardest courses sorted out for your driving pleasure...

by Tim Weaver

Weeeeell, it's not quite the sequel we would have wished for, but it's still an astonishing slice of high speed racing fun. It's also rip-roaringly difficult, which is where we come in. By solving five of the nastiest courses, you'll never have any racing woes again!

There's a couple of things to remember, mind. Well, one. Our course breakdowns have been designed for a manual gear set-up, making it easier for you to switch between gear ratios and, thus, enabling you to get the right gear ratio for the right corner. It's pretty important to take note of the gears here and over the page – they really do make a difference!

Oh, and clock up a tasty time and you might stand a chance of making it into our new *F1 WGP 2* I'm The Best league. We're keen to see your times for these five tricky tracks and we'd also like to see how good you are on British track Silverstone, Inter Lagos in Brazil and France's Magny Cours. See over the page for details of how to enter.

Anyway, enough talk. Let's get four-wheeling...

WHAT WE SAID

We reviewed *F1WGP 2* in this very issue (~~N64~~/32) and here's what we concluded:

"Far too much like the original to be a serious upgrade option. Add 20% if you've never played F1 WGP."

72%

Australia

Welcome to Albert Park, with its top speeds and world renowned S-bend...

Monaco

By a long, long stretch, the hardest course in the F1 calendar. Get ready...

Lap Distance: 3.09 miles • Race Distance: 163.2 miles • Number of Laps: 78

I'm the Best lap time: 1'19"076

Spain

With consistently horrible bends, Barcelona's hard, even for F1 experts...

Lap Distance: 2.9 miles • Race Distance: 190.8 miles • Number of Laps: 65

I'm the Best lap time: 1'12"242

Belgium

The nicely named Spa-Francochamps track is the longest F1 course of all...

Lap Distance: 4.3 miles • Race Distance: 190.5 miles • Number of Laps: 44

I'm the Best lap time: 1'27"80

Japan

The Suzuka GP separates the men from the boys. Take note of those gears...

Lap Distance: 3.6 miles • Race Distance: 193.0 miles • Number of Laps: 53

I'm the Best lap time: 1'28"932

REMEMBER!

We want to see evidence of your *F1 WGP 2* times! Reckon you're handy? Well we're especially keen to see your records for the following courses: **Australia** ▪ **Monaco** ▪ **Spain** • **Belgium** ▪ **Japan** ▪ **Britain** • **Brazil** • **France**.

Once you've clocked up a decent time (we've put a time with each track featured on these pages that we reckon is pretty challenging), simply take a video, photograph or Game Boy Camera pic of the winning screen, and send the little blighter in to:

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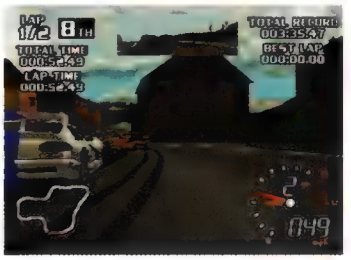
TIPS EXT

World Driver Championship



● CHANGE CAR COLOURS
When you're selecting your car, press Z to change its colour.

● PINK CARS
Start a new game in the Championship Mode and enter your name as IGN64. Now, all the vehicles in the game will glow a bright pink.

Mystical Ninja starring Goemon

After last month's 'Wish you were here...' we're assuming you've dashed out and bought a copy of the criminally underrated *Mystical Ninja*. Here are some tips, then.

● UNLIMITED ITEMS OR GOLD
Find a location that contains multiple items or gold, such as the first room in Oedo Castle. Collect the items, leave the room, then re-enter. The items will be available for recollection.

● BOSS MODE
Collect all 45 Fortune Dolls to unlock a boss mode selection on the options screen.

● BONUS PICTURE
Enable the "Boss mode" code, and complete the Boss sequence.

● CONTROL IMPACT
Press the analogue when Impact's introduction sequence ends to move his head.

● RUMBLE PAK BONUS
Although not an official rumble pak game, the Boss levels will support it.

● SLOWER FALLS
Rapidly execute the Ice Attack or Coin toss while falling.

● AVOID ATTACKS
Change characters just before an opponent attacks.

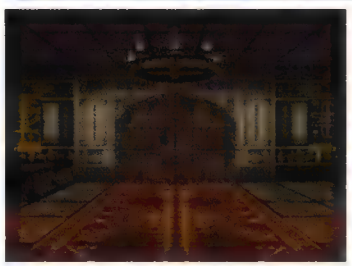
● AVOID BULLETS
Push Bottom-C to have bullets pass through your character.

● FIGHTING BENKEI
Fight Benkei as Ebisumaru to throw the Achilles' Heel at him faster. During the battle, Benkei will threaten to blast you far away. This is a lie; he will knock you into the river next to the bridge where he is standing. There is a ladder available to return to your previous location.

RA

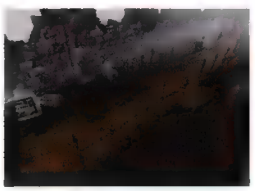
How to give your rally car a fresh coat of paint and, just in case you're unfortunate enough to come across a copy of *Superman*, some hints that might just make it playable.

Shadowgate 64



● DEFEAT THE WARLOCK LORD AND BELEZAR

To defeat Belezar, put the dragon eye on the fake Staff of Ages. To defeat the Warlock Lord, put the Staff of Ages and the ring in the hands of the statue of Lord Jair. Remember, though, you must put the Staff of Ages on the statue FIRST and always wear the Ring of the Kingdom when handling the Staff of Ages. After that, you'll have beaten the game!



Superman

● BEATING DARKSEID

Play through the eighth level until you get to the bomb in the kryptonite room. Freeze it with your freezing breath and when you walk out Jimmy Olsen should be waiting for you. Talk to him, then when he leaves go out through the path where the kryptonite room is. Go all the way around. When you get back in the same place you should see Darkseid waiting for you. Stand behind him (at a safe distance) and toast him with your heat vision. He should just stand there as you kill him. Pick him up and take him to the cops at the beginning of the level.

● BECOME A CAR

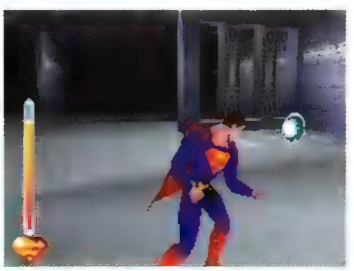
Go to practice in the title screen and you'll be asked whether you'd like to kill the enemy shooting at you – but it doesn't matter what you decide. Pick up the car using B and then fly with it using Z. Go through all the rings around the Lexcorp building and once you've flown through the last red ring – flown, not walked – the game should glitch and you'll end up in the car. If you want to get out of the car, fly at full speed towards one of the poles near where you got the car, and as you hit it pull up abruptly. You'll fly over and the car will disappear.

● CAMERA SWITCHING

During play, let go of the analogue and use the D-pad to move the camera around! Pressing Up makes the camera move in, pressing Down makes the camera move out, pressing Left makes it go left, and pressing Right, surprisingly, makes it go right. If you move the camera out the game's controls move a little – just a little mind – faster.

● LEVEL SELECT

After saving your game, hit reset and go to load game. When it asks you to put in the rumble pak, hold L + B for a few seconds and then, while you're still holding them, press A. A level select screen will appear.



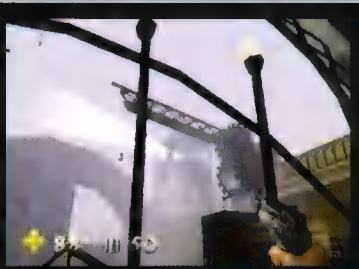
● STOP THE BOMBS

Use your ice breath to stop the bombs at the dam and the Daily Planet.

Classic tip Turok 2: Seeds of Evil

A truly blinding game and a truly blinding tip to get you through some of the trickier bits. Enjoy!

Enter: BEWAREOBLIVIONISATHAND as a code to activate invincibility, all weapons, unlimited ammunition, and the minor cheat codes.



ACTION REPLAY CODES

Each month we'll be printing the very best Action Replay codes. So send 'em in...

FEATHER HOP IN MARIO KART

1 Start a time trial, and press the Action Replay (AR) button while you're waiting for the lights.

2 Now you need to use the code generator to search for a known value of 224 (E0).

3 Return to the game, wait for the clock to start and freeze the game again.

4 Search for a known value of 192 (C0) and return to the game.

5 Pause and retry. While you're waiting to start again, press the AR button and search for 224. There will only be a few possibilities left.

6 Try each code one by one on C0. Start the game. You'll know when you've got the right code, because you'll be able to drive away while you're supposed to be waiting for the lights.

7 Jot down the code and add 13 (D) to it. Remember, the codes are in hexadecimal. For example, if the code was 800069F0, the resulting code would be 800069FD.

8 Enter the code with an 8 as the second digit (to tell the Action Replay to activate it when the button is pressed), and 0002 as the second set of numbers. In our example, the finished code would be 880069FD 0002.

9 That's it! If everything worked correctly, pressing the button will make your kart leap high into the air. Smart.

GOLDENEYE

FOUR PLAYERS ON ALL LEVELS

Select four players, and on the multiplayer main menu press the D-pad in the appropriate direction to activate the code.

- **Archives (Up)**
D00572D0 0002
80026A87 0008
- **Bunker (Left)**
D00572D0 0002
80026A87 0008
- **Caverns (Down)**
D00572D0 0002
80026A87 0008
- **Egyptian (Right)**
D00572D0 0002
80026A87 0008

NINE MULTIPLAYER LEVELS

Play Cradle and Statue with up to four players! To activate the codes, press Top-C when clicking the start tab to go to the Cradle, or Bottom-C to go to Statue Park.

- **Cradle**
D00572D1 0008
80025E47 0029

PLAY BIGGER MULTIPLAYER LEVELS

These codes blow open the locked doors in the appropriate multiplayer levels. To open the door, player one must stand in front of it and press L.

The locked door on Cradle is at the bottom, where Trevelyan dies, and allows access to the entire sky(!)

- **All Water Caverns/Statue**
D00572D1 0020
800AD31C 0001
- **All Archives/Cradle**
D00572D1 0020
800B4BIC 0001
- **All Facility**
D00572D1 0020
800AFBIC 0001

BANJO-KAZOOIE

Fly over the wall to the Ice Key!
8037CBA1 0001

All of these codes only work with the Action Replay cartridge from Datel.
For more details call **Datel** on **01785 810800.**

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YOUR ACTION REPLAY CODES

ACTION REPLAY CODES

Send to: Action Replay codes, N64 Magazine, 30 Monmouth Street, Bath BA1 2BW. If you don't want to cut up your magazine, send a photocopy instead, and continue on another bit of paper if you run out of room.

Here's my Action Replay code

It's for [game name]:

Its effect is:

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Name.....

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READERS' TOP 15 TIPS

Remember the best one wins a Makopad from Interact (01204 700139) and an exclusive N64 pin badge.

Cheat of the month

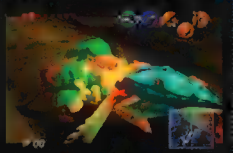
1 Star Wars Episode 1: Racer
Double tap R during a race and your racer will shout something at the other racers. Also, at the start, press A on count 1 and you'll get a turbo start.
Craig Ellis, Scotland

2 GoldenEye
Pick a multiplayer level with a long corridor – Facility, for example – and have two even teams. Both teams must use the same gun, so make two goalie nets and use ammo boxes for balls and there you have it: GoldenEye football.
Philip Scannell, Co. Dublin

3 F1 World Grand Prix
If you're having problems using the rear window, just press Right-C and pause the game. You can now look back without fear of crashing.
Alex & Charles Carr, Solihull

4 Silicon Valley
Rather than going all the way around the invisible path, jump on the rain machine and then on to the wall above. Now you can walk around to kill the parrot.
Matt Leeson, Kent

5 The Legend of Zelda
Play the Song of Storms whilst wearing your iron boots and the water suit. When you go under water you'll hear the storm and Link make noises.
Chris Glass, Nottingham



6 WCW/NWO Revenge
Play two-player tag team matches with you on the same team, with 'ring out' on, any amount of time and 'tag format'. The player who's in the ring has to knock an opponent out of the ring. While the time counts down the second player must hold him out until time runs out. Player one stays in the ring holding off the other opponent until the team wins.
Mike Wheadon and Mark Penny, Reading

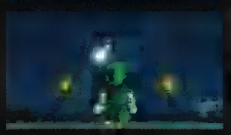
7 Mario Party
Instead of using the blue mushrooms as stepping stones, jump straight onto the red one. You'll win every time!
Adam Gilbert, Portishead

8 Mario Kart
On Toad's Turnpike, look on the map and drive along to the junction at the start of a lap. When you reach this part of the course, turn hard right and jump into the barrier. You should get caught in the barrier and Lakitu will come and fish you out. Wait until Lakitu drops you back down and immediately press A and hold Right on the joypad. When you face the barrier jump into it again. You'll now land in a red lake and Lakitu will rescue you once more, although this time he will place you on the track after the junction. With this shortcut I have achieved a lap time of 00'41"79.
Joel Sendrowski, West Yorkshire

9 Zelda 64
Go to Zora's Domain and light all the torches. A chest will appear, open it and walk behind it. Back flip into the chest and Link floats!
James Whiddett, Bournemouth

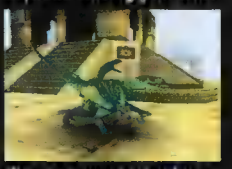
10 GoldenEye
If your opponent uses Oddjob, then play as Jaws with auto-aim on. This means your gun points directly at his head instead of his chest because you're so tall.
Ellwyn Mate, Solihull

11 Zelda 64
Just before the steps outside Gerudo's Fortress, there's a rope with a wooden board across the path. Hit it with your Hookshot to get a 20 rupee piece.
Nick Griffin, Essex



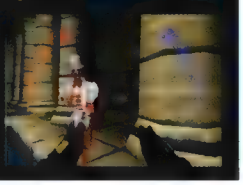
12 Silicon Valley
Press Start while on any level then press Left-C, L, Z, Down, L, Z, Left-C and then Right-C. You'll hear a sound if you've done it correctly and you'll have full power.
Richard Delley, Letchworth

13 Turok 2
Shoot the Triceratops on Level 2 with the Nuke weapon and quickly get on it before it explodes. After you've climbed on it'll explode leaving you with floating guns! Now bury your opponents.
Pete Tuson, Bishops Stortford



14 ISS '98
Get your keeper holding the ball, press Bottom-C and then quickly press B to make him fall like an idiot. Time it well and you can do a 'scorpion kick'. It's difficult but very funny.
Hugh Lindley, Co. Londonderry

15 GoldenEye
Get together two teams of two, select Facility and Licence to Kill mode, then two of you have to fight to keep control of the toilets! Mines are top.
Duncan Boustead, Ayrshire



YOUR TOP TIP

Found an interesting cheat, tip, secret bit or quirky thing to do in one of your games? Then send it to us immediately! Each month we'll compile a chart of the best and if you make it in, we'll send you a rather flash N64 pin badge. If you get the coveted 'cheat of the month' slot you'll get something extra special.

cut out and send

Name.....

Address.....

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Postcode.....

Here's my top tip

It's for [game name]:

And I've found that if you:

TIPS EXTRA

Send to: Tips Extra, N64 Magazine, 30 Monmouth St, Bath BA1 2BW
If you don't want to cut up your magazine, send a photocopy instead, and continue on another bit of paper if you run out of room.

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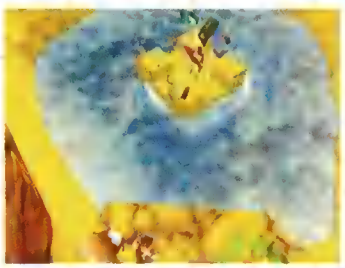
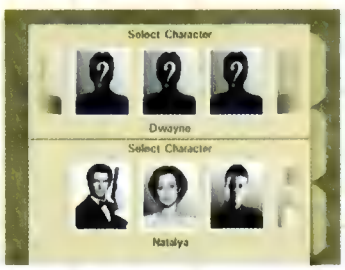
Like cucumber on itchy hayfever eyes, Dr Kitts calms the irritation of your gaming ailments.

Dr Kitts,
I was wondering if you can possibly help me. I'm stuck on *Banjo-Kazooie*. On Treasure Trove Cove, how do you empty the water out of the sandcastle?
Stuart Rawlings, Ringwood

Dr Kitts chuckles to himself menacingly, then starts coughing like a maniac:
Cough, cough, ahem. Right, ah, a common predicament, this. You need to use the crates near the pirate ship to reach the narrow walkway and then stroll along it, being careful not to fall, mind, looking for a lower platform with Leaky the Bucket on it. Drop down next to Leaky and fire two eggs into him (from behind). Once done, the mines will explode and the water around the sandcastle will lower. When you're inside the building, spell out BANJOKAZOOIE on the tiles using the Beak Buster and you'll be rewarded with a piece of jigsaw. Simple really, eh?



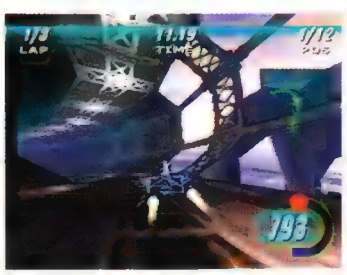
Dr Kitts,
Sorry to bother you, I need some advice please. On the character select screen on the sublime *GoldenEye* I cannot get the extra characters to appear. I've tried them all but not a sausage. Help me!
Yours worryingly,
Alan Curran, Blackpool



Flicking the end of a long, pointed hypodermic needle Dr Kitts grimaces like Peter Cushing:
It's a good one this. It's best to do it on the multiplayer character select screen, while looking at the final character, either Mishkin or Moonraker elite. Then just do the following:

1. Hold down L + R and press Left-C.
2. Hold down L and press Top-C.
3. Hold down L + R and press Left on the D-pad.
4. Hold down L and press Right on the D-pad.
5. Hold down R and press Down on the D-pad.
6. Hold down L + R and press Left-C.
7. Hold down L and press Top-C.
8. Hold down L + R and press Right on the D-pad.
9. Hold down L + R and press Bottom-C.
10. Hold down L and press Down on the D-pad.
Rather complex, I know, but well worth it in the end.

Dr Kitts,
On *Star Wars Episode 1: Racer* I can't seem get Sebulba. Please can you help me out?
Craig Lord, Crawley



Carefully pulling on a pair of white surgical gloves Dr Kitts licks his lips in anticipation:
To race as Sebulba you have to come first on the Boonta Classic track on the Galactic Racing Circuit. To race in Sebulba's pod all you have to do is win the last race. Double tap R to flash his vents.

There are loads of other bonus characters to obtain – here's a list of them and the tracks you'll need to finish in order to unlock them:

Aldar Beedo:
Beedo's Wild Ride/Amateur
Ark Bumpy Roose:
Bumpy's Breakers/Semi-pro
Ben Quadinaros:
Inferno/Invitational
Boles Roor:
Zugga Challenge/Semi-pro
Bozzie Baranta:
Abyss/Invitational
Bullseye Navior:
Sunken City/Semi-pro
Clegg Holdfast:
Aquilaris Classic/Amateur
Fud Sang:
Vengeance/Amateur
Mars Guo:
Spice Mine Run/Amateur
Mawhonic:
Andobi Mountain Run/Galactic
Neva Kee:
Baroo Coast/Semi-pro
Ratts Tyerell:
Howler Gorge/Semi-pro
Slide Paramita:
AP Centrum/Invitational
Teemto Pagalies:
Mon Gazza Speedway/Amateur
Toy Dampner:
Executioner/Galactic
Wan Sandage:
Scrapper's Run/Semi-pro

Got a gaming query?

Doesn't matter how small, or how precise, write into Dr Kitts for the answer. Detail your problem in the box provided (use a separate piece of paper if necessary) and post it off to:

Dr Kitts' Game Clinic
N64 Magazine
30 Monmouth Street, Bath, BA1 2BW.

cut out and send

Good afternoon Doctor...

I've got this terrible gaming affliction – it's like this...

My name is .....

and I live at .....

.....

.....

.....**Postcode**.....

You're through to the...

NINTENDO

We've taken a quick break at the Hotline from thrashing each other on *Quake II*, to bring you some top tips on Nintendo's fabulous, and long-awaited, Players' Choice range.

Back in April, Nintendo announced that they were dropping the price of five of their top-selling games to just £30 – that's half the price the games were when they first came out!

The games in the range are *Mario Kart*, *Lylat Wars*, *Snowboard Kids*, *Wave Race* and *F1 World Grand Prix* and for all those of you who've rushed out to get your hands on a copy as a result of the new budget-friendly price tag, here are some of the very best tips...

Players' Choice games

COMMON QUESTIONS

Q **Please can you help me out on *Wave Race*? I've only just bought it from the Players' Choice range and I'm finding it just a little tricky. Have you any general tips?**

A The best way to succeed in *Wave Race* is to practice. Use the Time Trial mode to learn the layout of the course, then race the computer when you're ready. Here are three top tips to guarantee better lap times:

1. Power boost
At the beginning of each race, the announcer will say, "Three, Two, One, Go!" As soon as the announcer says "Go!" press A. If you time it correctly, you can start with maximum power but this will take some practice.

2. Quick recoveries
If your rider falls off or loses his or her grip on the Jet Ski, quickly tap B for a speedy recovery. This will allow the rider to jump back up on the Jet Ski and continue racing.

3. Avoid jumps and take advantage of the shortcuts
Jumps slow down the speed of the Jet Ski, so avoid them where possible. Also, several courses have shortcuts. Watch the other racers, because they'll always take them. Once you've figured out how to shave valuable seconds off your lap times you'll certainly be a real contender for some well deserved first place victories.

As for which mode to start with, well, Championship mode's your best bet. It begins with Sunny Beach, which is full of slalom buoys. The course always takes place during the day, and it's a gentle introduction to the game, with easy straights and widely spaced buoys. Watch out for the hairpin bends at either end, though, as they can easily spell disaster! There is a small amount of leeway to be gained by clipping the beach at either end, so use this to your advantage when racing against the CPU controlled players.

Q **I've just got hold of a copy of *F1 World Grand Prix* and it's absolutely fantastic. Any chance of a few cheats?**

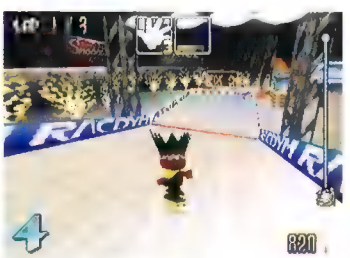
A *F1 WGP* has one bonus track and two bonus drivers and to access them it's simply a case of entering the the following: Go into exhibition mode, then select 'Driver Williams'. Now select 'edit name' and, using the analogue stick, change the last name to one of the codes listed below.
(Note: You must not use the D-pad as the code only works with the analogue.)
Hawaiian track: change last name to **VACATION**.
Silver Driver: change last name to **CHROMED** (only works on UK version).
Gold Driver: Change last name to **PYRITES** (only works on UK version).

Q **My friend and I have been playing *Snowboard Kids*. Have you got any cheats?**

A There's one excellent, but tricky, code that enables the hidden character, Sinobin, new Sinobin snowboards, and all of the courses including Dizzy Land, Quicksand Valley, Silver Mountain and Ninja Land.

On the title screen, quickly press the following: Down, Up on the analogue, Down, Up on the D-pad, Bottom-C, Top-C, L, R, Z, Left on the D-pad, Right-C, Up on the analogue, B, Right on the D-pad, Left-C, Start.

If the code's entered correctly, you'll hear a voice say 'yeah!' It's difficult, but well worth it.



Q **Would you happen to have any hidden secrets for *Lylat Wars*? I'm stuck.**

A You can re-fill your life to maximum anytime during the battle on Sector Z by flying into the docking bay at the back of Great Fox (above the engines). You'll instantly get all your life back and end up coming out of the front of the ship.

To get a Training Hologram you need to score 100 hits during your training exercise to make a Star Wolf

HOTLINE

01703 652222

class fighter appear. They actually fight back, so it's a true battle simulation.

If you shoot down a certain number of enemies in a stage, and all of your characters are alive at the end, you'll get a medal. If you get a medal on Venom, you'll get to use the Landmaster Tank in the Vs Mode. If you get medals on every stage, you'll be able to play on Expert Mode!

If you manage to get medals on every stage in Expert Mode you get to play as the Star Wolf team, on foot, with rocket launchers in Vs Mode. Nicely.

Q How many hits are needed per stage on *Lylat Wars*.

A This is an easy one:

Stage	min number of hits
Aquas	150
Sector Z	100
Area Six	300
Solar	100
Bolse	150
Titania	150
Corneria	150
Venom (1&2)	200
Fortuna	50
Zoness	250
Katina	150
Macbeth	150
Meteo	200
Sector X	150
Sector Y	150

Q I've got some questions on *Mario Kart 64*:
1. Who's the best racer?
2. Is there any reason I should beat 50cc or 100cc? Why not go straight to 150cc to get the 'Extra' option?

A **1.** The racer you should use really depends on how skilled you are and it's best to practice with all of them to find the one who suits your skills and style. Beginners will usually be better off with Mario or Luigi. More advanced racers should use either Toad, Yoshi or Wario and if speed is your game, take Princess Peach.
2. You should beat the 50cc and 100cc challenge levels to get really good at the courses so you have a chance at winning the 150cc level. You don't need to, but it's a good idea. Honestly.

Q Have you got any cheats, codes or advice on *Mario Kart 64*?

A

Mirror Tracks
If you complete the 150cc cups and get a first place each time you'll be rewarded with reverse tracks. These are mirrored versions of all the cups available. When the extra tracks are available for selection, the title screen will change, and the characters will face the opposite way.

Ghosts
On three courses of the game, there are special 'ghosts'. If you manage to beat set times on these courses the ghosts will challenge you to beat them. The courses and rough approximates of the times you need to beat are listed below. In all cases, the 'powerslide' technique is vital.
The times needed on the Ghost course are:

Mario Raceway:	1'46"00
Luigi Raceway:	2'12"00
Royal Circuit:	3'10"00

Powersliding
Powersliding is essential if you want to gain truly exceptional times. When preparing to turn into a corner, hold R to begin sliding. When the cloud of smoke begins to emanate from your kart, quickly hold the analogue stick in the opposite direction from the way you are turning, then pull back in the direction of the bend. This should turn the smoke yellow. By repeating this technique, the smoke will turn red, after which, releasing R will give your kart that extra kick of speed as you come out of the bend.

WHAT IS THE NINTENDO HOTLINE?

We're a team of expert games players who use our vast knowledge of all things Nintendo to help gamers in distress. Staff selection is very strict, so you can always be confident that when you talk to a counsellor (which is what we like to call ourselves), they are one of the finest games players in the country and the perfect coach for your gaming skills.

Open seven days a week, 365 days of the year, the Hotline deals with over 2,000 calls a day, spread over the various Nintendo platforms. To guarantee that your call will be answered quickly and your problem answered swiftly, we have doubled our staff and increased our weekend opening hours.

Call us on **01703 652222** (NOT a premium rate number) and pose your game questions. We should be able to provide you with the answers, whether they're directions, cheats, passwords or simple advice. The Hotline is open Monday to Friday 12pm to 8pm, and Saturday and Sunday 10am to 6pm. So, please, feel free to give us a call with your gaming problem.

NOW ALSO AVAILABLE!

We now also have a fully automated service allowing you to get help on those games even into the small hours. The automated lines will provide help with most of the biggest release titles, 24 hours a day. Calls cost 50p a minute so make sure you have the permission of whoever pays your phone bill before calling.

Call us on **0891 669945** and please make sure you have a pen and paper ready to jot down all the information.

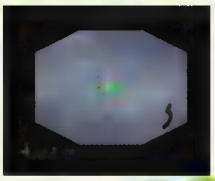
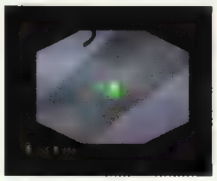
Ten challenges to test the best.

GAME ON

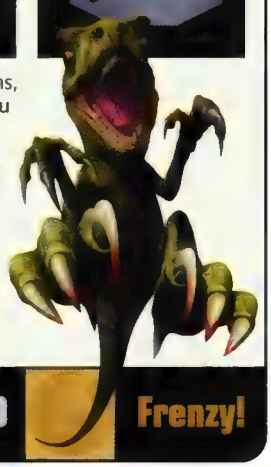
Forget about playing by the rules. The best N64 games are so well designed, it's possible to do things your own way, which is always handy if you've seen, done, and generally mastered everything.

So why not try some of these Game On challenges? Each one has been scientifically designed to offer the optimum balance of healthy amusement and hair-tearing difficulty. We've given you three targets to aim for – each one worth an honorary gold, silver or bronze medal. It's like an alternative Skill Club. For lunatics. Bwa-ha-haaa!

Turok 2 — Bill Oddie Harvest II

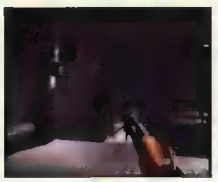
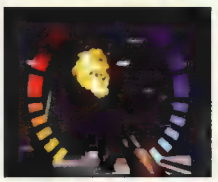



Right at the start of the first level, twitching fans, you'll notice three birds circling in the sky. If you didn't realise already, you *can* terminate them with extreme prejudice. They're not too easy to hit, but you'll know when you've got one of them – they explode in a satisfying shower of blood. Use the plasma rifle or the tek bow to zoom in, pick a spot on their flight path, and wait for them to pass. Kill them all, wasting as little ammo as possible, or if the controlled method is too tricky, just get out the shotgun and go into a shooting frenzy!



SHOTS	3	10	Frenzy!

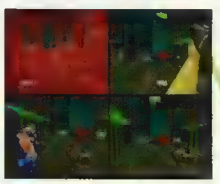
GoldenEye — Telly Savalas

Watching too much TV can be hazardous to your health – as the guards in the bunker are about to find out. Clear out the level before setting the alarm off, so the reinforcements all arrive via the exit stairway. Position yourself opposite and see how many guards you can dispose of by dropping TVs on their heads. Just shoot at the support struts as they pass under the monitors. You might like to reduce their health using 007 mode to make things a bit easier, or reduce their accuracy so you last longer when the hard troops arrive.

KILLS	5	3	2

Quake 2 — Flag hag



Select a flagwars game in the Empty Space arena, with three players against one. To make things fairer for the lone player, the team of three can't use any explosive weapons – so that's no rockets, no grenades, and definitely no BFG. As the single player, you should aim to score as many frags and flags as possible. Use your mobility and superior firepower to nip back and forth between the flags, scoring big points. If your enemies go for all-out defence, break out the BFG and nuke them. Play for five minutes and total up your frag and flag scores.

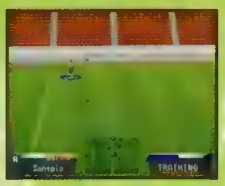
SCORE	12	8	4

F-Zero X — Corner of doom

When it comes to weird quirks in a racing game, the amazing X Cup in *F-Zero X* is almost as popular as ripping the wheels off your *F1 WGP* cars. In case you haven't seen the many letters and pictures we've had in Club 64 in recent months, the best thing about the X Cup is the way it sometimes generates a course straight out of Satan's backside. One dodgy corner and almost every car in the field goes flying into oblivion. See if you can get every single computer racer off on a single corner – keep trying until you get a real deadly one.

DEATHS	29	24	19

ISS '98 — Beach football



Ever seen Brazilian beach football? It's a kind of cross between ordinary footie and volleyball, requiring unbelievable skills (there aren't too many Premiership players capable of competing). Romario is reckoned to be the world's foremost exponent of this fine art, so you should pick Brazil for this challenge. Go to the training ground and change the formation so all your players are bunched up in the middle of the park. The aim here is to pass the ball between your players, keeping it off the ground by using as many consecutive headers and volleys as possible.

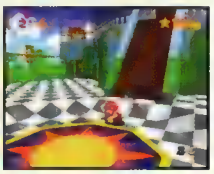
PASSES	10	6	4

NBA Courtside — Stunted dunkers

It seems unfair that basketball can only be played by seven-foot freaks. What about the little folk of this world, the people who need a stepladder before they can even see the basket? With *NBA Courtside's* player creation mode, you can see exactly what would happen if a bunch of pixies were let loose amongst the giants. Create four midgets – minimum height, minimum weight, no abilities. Assign them to a team of your choice, keeping just one normal bloke in the starting line-up, and see who (if anyone) you can beat. Best of luck, you tiddlers!

BEAT	Bulls	Bucks	Grizzlies

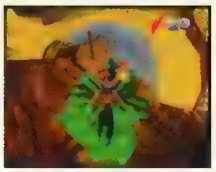
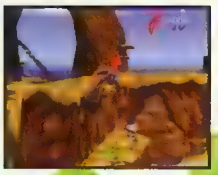
Mario 64 — Carpet burns



Mario's fat old backside comes in for some real punishment during this challenge. Making full use of all that pasta flab, slide Mazza down the stairs in the castle foyer – his lardy cheeks allow him to bounce over the steps as if they weren't even there. The aim of this one, apart from having a laugh at Mazza's expense, is to see how far you can make him go. The trick is to slide as fast and straight as possible. Take a run up from the side and hold Z as you hit the top of the stairs, applying a little bit of aftertouch at the last minute to stay on course. Use the star on the floor in front of you as a guide.

DISTANCE	Cleared star	Edge of star	Middle of star

Banjo-Kazooie — Flight of the Jinjo

Beaten all the speed challenges have you? Well, this test of your flying abilities should help sort the *Banjo* masters from the chimps. Go to Treasure Trove Cove and stock up on feathers. Starting from the flight pad on the ship's mast, soar high into the air and try to collect all five Jinjos in one epic flight. That means you can't touch the ground at any time, except when grabbing the last one. It's tough but possible. Have a scout around on foot first, to memorise the locations, and start with the highest Jinjo – that way you can glide down to get the others without wasting all your valuable feathers.

JINJOS	5	4	3

Now it's your turn!

GAME ON

Do you have any weird ways of playing your favourite games? Perhaps you've discovered a cool area for acrobatics in *Mario 64*, an original new way to play *GoldenEye* deathmatches, or a few time challenges in *Zelda*. If you've got a nifty challenge that you'd like to share with N64 readers around the world, we'd love to hear about it. Write 100 words explaining what you've got to do, and set three suitable levels of achievement for gold, silver and bronze medals. We'll print the best ones right here, and you'll get a highly prized N64 pin badge for your troubles. Not bad, hmm? Send your challenges to:

Game On, N64 Magazine, 30 Monmouth Street, Bath BA1 2BW

I'M THE BEST

Fancy yourself as a bit of a gamer? Well show us your stuff, then...

You may think when you've finished a game that that's it. Well, we're pretty sure there's still fun to be had. Just have a glance at these times...

Think you can do better? Well, why not give it a go. Practice the courses we're running leagues on, video or take a photo of your time and then simply send it in to us. Next month you could be the envy of your friends when your name appears on these pages and, if your time's especially good, you could find yourself the lucky recipient of a fab new joypad.

New League

QUAKE II

We want your times for the following levels:

- Strogg Outpost
- Central Complex
- Intelligence Center
- Communications Center
- Orbital Defense
- Docking Station
- Strogg Freighter
- Cargo Bay

STAR PERFORMANCE

We recognised Gary Carney from Newcastle-upon-Tyne as one of the finalists in our multiplayer challenge so we knew his lap times were going to be a little bit special – and so they were. He truly is an *F-Zero* champion, racing straight to the top of our *F-Zero* leagues. Congratulations Gary – the joypad's on its way.

And remember, if you fancy seeing your name in this box just send us some evidence of your excellent gaming feat and mark your envelope "Star Performance". You could well be next month's winner. Good luck!

NEW HIGH SCORE!

Back in N64/30 we asked for your best times on *Beetle Adventure Racing's* Metro Madness course. Jes reckoned anything under seven minutes was pretty nippy, so we were well impressed with the 5:49.03 sent in by Ross Anderson from Peterborough. Congratulations Ross, you should receive a funky joypad in the post very shortly.

THIS MONTH'S TIME TO BEAT

Turn to page 96 and you'll find some helpful tips on how to achieve some mighty impressive times in *F1 World Grand Prix 2*. We're going to be starting an I'm the Best league as well so, to get things started, this month we'd like to see your fastest times for Australia's Albert Park. Tim reckons anything faster than 1'34"932 is pretty good.

F1 World Grand Prix

UK (PAL) TIMES ONLY (No secret cars)

SAN MARINO		
1	1'04"32	Christopher Gregory, *Nelson*
2	1'04"36	Jack McCarthy, *Dublin*
3	1'05"60	Kristoffer Thorbjornsen, *Fife*
4	1'05"90	Joachim Clauwers, *Belgium*
5	1'09"98	Greig Bingham, *Kilmarnock*
SPAIN		
1	1'02"91	Christopher Gregory, *Nelson*
2	1'04"30	Jack McCarthy, *Dublin*
3	1'04"37	Joachim Clauwers, *Belgium*
4	1'05"78	Kristoffer Thorbjornsen, *Fife*
5	1'10"62	Greig Bingham, *Kilmarnock*
CANADA		
1	0'55"93	Joachim Clauwers, *Belgium*
2	0'56"69	Jack McCarthy, *Dublin*
3	0'58"33	Kristoffer Thorbjornsen, *Fife*
4	0'58"79	Christopher Gregory, *Nelson*
5	1'02"88	Greig Bingham, *Kilmarnock*
HUNGARY		
1	1'00"88	Joachim Clauwers, *Belgium*
2	1'02"04	Jack McCarthy, *Dublin*
3	1'02"44	Kristoffer Thorbjornsen, *Fife*
4	1'10"32	Greig Bingham, *Kilmarnock*
5	0'00"00	*We're waiting for your times!*
BELGIUM		
1	1'22"08	Jack McCarthy, *Dublin*
2	1'22"80	Joachim Clauwers, *Belgium*
3	1'24"66	Kristoffer Thorbjornsen, *Fife*
4	1'29"95	Greig Bingham, *Kilmarnock*
5	0'00"00	*We're waiting for your times!*
AUSTRIA		
1	0'53"29	Joachim Clauwers, *Belgium*
2	0'54"12	Jack McCarthy, *Dublin*
3	0'55"49	Kristoffer Thorbjornsen, *Fife*
4	1'02"65	Greig Bingham, *Kilmarnock*
5	0'00"00	*We're waiting for your times!*

Rogue Squadron

AMBUSH AT MOS EISLEY

1	0:45	Brendan Edge, *Nottingham*
2	0:53	Richard Dunn, *Lincolnshire*
3	0:55	Andrew Harvey, *Reading*
4	0:56	Jan-Erik Spangberg, *Sweden*
5	0:58	Morten Tronstad, *Norway*

LIBERATION OF GERRARD V

1	4:04	Jan-Erik Spangberg, *Sweden*
2	4:05	Richard Dunn, *Lincolnshire*
3	4:14	Philip Ward, *Portsmouth*
4	4:20	Simon Duroe, *Wales*
5	4:21	Andrew Harvey, *Reading*

SEARCH FOR THE NONNAH

1	3:31	Richard Dunn, *Lincolnshire*
2	3:33	Jan-Erik Spangberg, *Sweden*
3	3:46	Philip Ward, *Portsmouth*
4	5:36	Andrew Harvey, *Reading*
5	0:00	*We're waiting for times!*

BATTLE OF HOTH

1	2:49	Jan-Erik Spangberg, *Sweden*
2	2:58	Simon Duroe, *Wales*
3	3:08	Andrew Harvey, *Reading*
4	3:11	Morten Tronstad, *Norway*
5	3:18	Danny Dunn, *Lincolnshire*

RESCUE ON KESSELL

1	0:24	Jan-Erik Spangberg, *Sweden*
2	0:25	Danny Dunn, *Lincolnshire*
3	0:30	Ryan Medlock, *Surrey*
4	0:44	Josh Bryson, *Cheltenham*
5	0:00	*We're waiting for times!*

THE BATTLE OF CALAMARI

1	3:00	Richard Dunn, *Lincolnshire*
2	3:07	Jan-Erik Spangberg, *Sweden*
3	3:42	Morten Tronstad, *Norway*
4	3:46	Simon Duroe, *Wales*
5	3:51	Josh Bryson, *Cheltenham*

DEFECTION AT CORRELLIA

1	7.12	Simon Duroe, *Wales*
2	7.29	Jan-Erik Spangberg, *Sweden*
3	7:38	Andrew Harvey, *Reading*
4	7:43	Brendan Edge, *Nottingham*
5	8:15	Philip Ward, *Portsmouth*

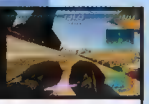
BATTLE ABOVE TALORAAN

1	2:02	Danny Dunn, *Lincolnshire*
2	2:24	Jan-Erik Spangberg, *Sweden*
3	3:06	Brendan Edge, *Nottingham*
4	3:45	Philip Ward, *Portsmouth*
5	0:00	*We're waiting for times!*

DEATH STAR TRENCH RUN

1	1:54	Richard Dunn, *Lincolnshire*
2	1:56	Jan-Erik Spangberg, *Sweden*
3	1:58	Philip Ward, *Portsmouth*
4	1:58	Chris Fennelly, *London*
5	1:58	Simon Duroe, *Wales*

Episode 1: Racer



BOONTA TRAINING COURSE

1	0:39:746	Adam & Ryan Carr, *Devizes*
2	0:45:747	Steven Domoney, *Sherbourne*

MON GAZZA SPEEDWAY

1	0:19:346	Adam & Ryan Carr, *Devizes*
2	0:19:387	Steven Domoney, *Sherbourne*

BEEDO'S WILD RIDE

1	1:27:930	Steven Domoney, *Sherbourne*
2	0:00:00	*We're waiting for your times!*

MALASTARE 100

1	0:57:867	Steven Domoney, *Sherbourne*
2	0:00:00	*We're waiting for your times!*

VENGEANCE

1	0:00:00	*We're waiting for your times!*
2	0:00:00	*We're waiting for your times!*

SCRAPPERS RUN

1	0:55:340	Adam & Ryan Carr, *Devizes*
2	0:00:00	*We're waiting for your times!*

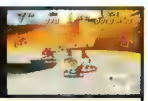
ANDO PRIME CENTRUM

1	1:13:333	David Mason, *Plymouth*
2	0:00:00	*We're waiting for your times!*

EXECUTIONER

1	0:00:00	*We're waiting for your times!*
2	0:00:00	*We're waiting for your times!*

Diddy Kong Racing



UK (PAL) TIMES ONLY

EVERFROST PEAK

1	1'37"40	Andrew Harvey, *Reading*
2	1'52"31	Kristoffer Thorbjornsen, *Fife*
3	0'00"00	*We're waiting for your times!*
4	0'00"00	*We're waiting for your times!*
5	0'00"00	*We're waiting for your times!*

FROSTY VILLAGE

1	1'20"60	Richard Dunn, *Lincolnshire*
2	1'27"56	Andrew Harvey, *Reading*
3	1'36"45	Brendan Edge, *Nottingham*
4	1'49"06	Kristoffer Thorbjornsen, *Fife*
5	0'00"00	*We're waiting for your times!*

WHALE BAY

1	0'57"46	Morten Tronstad, *Norway*
2	0'59"43	Danny Dunn, *Lincolnshire*
3	1'02"85	Andrew Harvey, *Reading*
4	1'14"53	Ian Lawlor, *Leeds*
5	1'18"96	Kristoffer Thorbjornsen, *Fife*

PIRATE LAGOON

1	1'06"11	Morten Tronstad, *Norway*
2	1'13"33	Andrew Harvey, *Reading*
3	1'32"00	Ian Lawlor, *Leeds*
4	1'41"60	Kristoffer Thorbjornsen, *Fife*
5	0'00"00	*We're waiting for your times!*

TREASURE CAVES

1	0'49"06	Richard Dunn, *Lincolnshire*
2	0'50"53	Andrew Harvey, *Reading*
3	0'59"66	Brendan Edge, *Nottingham*
4	1'02"65	Ian Lawlor, *Leeds*
5	1'04"15	Kristoffer Thorbjornsen, *Fife*

BOULDER CANYON

1	1'33"26	Morten Tronstad, *Norway*
2	1'33"81	Danny Dunn, *Lincolnshire*
3	1'43"26	Andrew Harvey, *Reading*
4	2'14"61	Kristoffer Thorbjornsen, *Fife*
5	0'00"00	*We're waiting for your times!*

HAUNTED WOODS

1	0'55"86	Richard Dunn, *Lincolnshire*
2	0'57"90	Andrew Harvey, *Reading*
3	1'05"11	Brendan Edge, *Nottingham*
4	1'20"95	Kristoffer Thorbjornsen, *Fife*
5	0'00"00	*We're waiting for your times!*

STAR CITY

1	1'30"90	Richard Dunn, *Lincolnshire*
2	1'31"93	Morten Tronstad, *Norway*
3	1'40"75	Andrew Harvey, *Reading*
4	1'54"66	Brendan Edge, *Nottingham*
5	1'55"76	Kristoffer Thorbjornsen, *Fife*

SPACEPORT ALPHA

1	1'44"60	Danny Dunn, *Lincolnshire*
2	1'54"81	Andrew Harvey, *Reading*
3	2'13"85	Brendan Edge, *Nottingham*
4	2'01"86	Kristoffer Thorbjornsen, *Fife*
5	0'00"00	*We're waiting for your times!*

Beetle Adventure Racing

COVENTRY COVE

1	5'10"70	Ian Gore, *Somerset*

MOUNT MAYHEM

1	5'58"77	Ian Gore, *Somerset*

SUNSET SANDS

1	7'49"78	Ian Gore, *Somerset*

INFERNO ISLE

1	8'46"102	Ian Gore, *Somerset*

METRO MADNESS

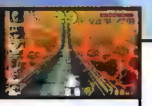
1	5'49"03	Ross Anderson, *Peterborough*

Turok 2: Seeds Of Evil

LEVEL 1: PORT OF ADIA

1	0:14:51	Richard Dunn, *Lincolnshire*
2	0:16:21	Andy Gair, *Stafford*
3	0:16:45	Sam Fenwick, *Leighton Buzzard*
4	0:16:45	Joachim Clauwers, *Belgium*
5	0:16:46	Ian Will Jessop, *Winchester*
6	0:18:47	Jan Clauwers, *Belgium*
7	0:19:54	Jan-Erik Spangberg, *Sweden*
8	0:21:41	Stÿn Donders, *Holland*
9	0:22:49	Graham Underwood, *Cumbria*
10	0:22:50	Alex Newman, *Kent*
11	0:23:22	James Hegarty, *Belfast*
12	0:27:06	Matt Knutton, *Birmingham*
13	0:27:30	Stephen McMahon, *Newry*
14	0:27:35	Ross Anderson, *Peterborough*
15	0:27:42	Chris Fennelly, *London*
16	0:30:38	Paul Murray, *Switzerland*
17	0:31:26	Donald Shaw, *Livingston*
18	0:35:34	Kevin Seeney, *Suffolk*
19	0:36:15	Ricky Field, *Waringham*
20	0:36:26	Morten Tronstad, *Norway*

F-Zero X



UK (PAL) TIMES

SAND OCEAN

1	1'16"917	David Van Moer, *Belgium*
2	1'17"007	Morten Tronstad, *Norway*
3	1'17"080	Gary Carney, *Newcastle-upon-Tyne*
4	1'17"686	Steve Woolley, *Norfolk*
5	1'17"741	Sam Fenwick, *Leighton Buzzard*

BIG BLUE

1	1'22"403	Gary Carney, *Newcastle-upon-Tyne*
2	1'38"058	David Van Moer, *Belgium*
3	1'40"907	Sam Fenwick, *Leighton Buzzard*
4	1'38"058	Steve Woolley, *Norfolk*
5	1'43"115	Hedley Gabriel, *Essex*

SECTOR ALPHA

1	1'24"830	David Van Moer, *Belgium*
2	1'25"571	Morten Tronstad, *Norway*
3	1'25"618	Gary Carney, *Newcastle-upon-Tyne*
4	1'25"990	Sam Fenwick, *Leighton Buzzard*
5	1'26"037	Steve Woolley, *Norfolk*

DEVIL'S FOREST 2

1	1'16"218	Hedley Gabriel, *Essex*
2	1'22"591	Sam Fenwick, *Leighton Buzzard*
3	1'22"960	Gary Carney, *Newcastle-upon-Tyne*
4	1'23"868	David Van Moer, *Belgium*
5	1'24"690	Matthew Sexton, *Bedford*

FIRE FIELD

1	1'19"908	David Van Moer, *Belgium*
2	1'20"118	Gary Carney, *Newcastle-upon-Tyne*
3	1'22"251	Hedley Gabriel, *Essex*
4	1'22"745	Sam Fenwick, *Leighton Buzzard*
5	1'21"021	Martin Tronstad, *Norway*

RED CANYON 2

1	1'38"328	Gary Carney, *Newcastle-upon-Tyne*
2	1'40"773	Morten Tronstad, *Norway*
3	1'42"658	Steve Woolley, *Norfolk*
4	1'43"679	David Van Moer, *Belgium*
5	1'44"037	Sam Fenwick, *Leighton Buzzard*

SPACE PLANT

1	2'05"109	Sam Fenwick, *Leighton Buzzard*
2	2'05"581	Alan Bell, *Milford Haven*
3	2'06"482	Gary Carney, *Newcastle-upon-Tyne*
4	2'06"514	David Van Moer, *Belgium*
5	2'10"423	Steve Woolley, *Norfolk*

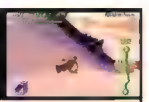
PORT TOWN 2

1	1'53"521	Gary Carney, *Newcastle-upon-Tyne*
2	1'54"461	David Van Moer, *Belgium*
3	1'57"363	Steve Woolley, *Norfolk*
4	1'57"451	Morten Tronstad, *Norway*
5	1'57"748	Sam Fenwick, *Leighton Buzzard*

SAND OCEAN 2

1	1'39"011	Gary Carney, *Newcastle-upon-Tyne*
2	1'39"191	David Van Moer, *Belgium*
3	1'39"894	Steve Woolley, *Norfolk*
4	1'44"560	Sam Fenwick, *Leighton Buzzard*
5	1'54"973	Andrew Harvey, *Reading*

1080° Snowboarding



UK (PAL) TIMES ONLY

CRYSTAL LAKE

1	1'02"63	Robbie Khijn, *The Netherlands*
2	1'02"73	Danny Dunn, *Lincolnshire*
3	1'02"76	Ruben Larsen, *Norway*
4	1'02"76	Adam Charlton, *Huntingdon*
5	1'02"86	Jon Olav Larsen, *Norway*

CRYSTAL PEAK

1	1'27"21	Danny Dunn, *Lincolnshire*
2	1'27"41	Adam Charlton, *Huntingdon*
3	1'27"41	Sean Matthews, *Paisley*
4	1'27"54	Manolis Kalaitzake, *Cork*
5	1'27"81	Steven Zwartjes, *Holland*

GOLDEN FOREST

1	1'19"56	Robbie Khijn, *The Netherlands*
2	1'19"59	Sean Matthews, *Paisley*
3	1'19"82	Danny Dunn, *Lincolnshire*
4	1'19"89	Ruben Larsen, *Norway*
5	1'19"92	Steven Zwartjes, *Holland*

MOUNTAIN VILLAGE

1	1'22"53	Laurie Eggleston, *Kent*
2	1'29"69	Ruben Larsen, *Norway*
3	1'30"15	Danny Dunn, *Lincolnshire*
4	1'30"28	Sean Matthews, *Paisley*
5	1'30"51	Adam Charlton, *Huntingdon*

DRAGON CAVE

1	1'25"43	Sean Matthews, *Paisley*
2	1'25"70	Ruben Larsen, *Norway*
3	1'25"76	Danny Dunn, *Lincolnshire*
4	1'26"19	Norman Obaseki, *Leeds*
5	1'26"19	Damien Orchard, *Hereford*

DEADLY FALL

1	1'07"74	Sean Matthews, *Paisley*
2	1'07"84	Ruben Larsen, *Norway*
3	1'07"88	Robbie Khijn, *The Netherlands*
4	1'07"88	Norman Obaseki, *Leeds*
5	1'08"07	Brett Slader, *Australia*

CONTEST MODE

1	395433	Steven Zwartjes, *Holland*
2	322451	Rob Pierce, *Salisbury*
3	308110	Maurice Blount, *Deeside*
4	296844	David Vowles, *Bath*
5	265088	Oliver Thomason, *Brighton*

I'M THE BEST

Mario Kart 64

UK (PAL) TIMES

MOO MOO FARM		
1	1'35"74	Ian Gore, *Somerset*
2	1'38"75	David Grice, *West Bromwich*
3	1'38"89	Richard Walklate, *Southampton*
4	1'46"27	Kristoffer Thorbjornsen, *Fife*
5	0'00"00	*We're waiting for your times!*

KALIMARI DESERT		
1	2'17"46	Ian Gore, *Somerset*
2	2'22"96	David Grice, *West Bromwich*
3	2'25"59	Richard Walklate, *Southampton*
4	2'28"71	Hitesh Parekh, *West Bromwich*
5	2'30"26	Kristoffer Thorbjornsen, *Fife*

TOAD'S TURNPIKE		
1	3'10"64	Ian Gore, *Somerset*
2	3'15"23	Richard Walklate, *Southampton*
3	3'16"28	David Grice, *West Bromwich*
4	3'37"09	Kristoffer Thorbjornsen, *Fife*
5	0'00"00	*We're waiting for your times!*

CHOCO MOUNTAIN		
1	2'06"35	Ian Gore, *Somerset*
2	2'11"57	Richard Walklate, *Southampton*
3	2'11"88	Lorne Tietjen, *Woking*
4	2'11"79	David Grice, *West Bromwich*
5	2'30"32	Kristoffer Thorbjornsen, *Fife*

WARIO STADIUM		
1	2'08"47	Richard Walklate, *Southampton*
2	2'43"98	David Grice, *West Bromwich*
3	2'46"78	Hitesh Parekh, *West Bromwich*
4	3'27"53	Ian Gore, *Somerset*
5	5'22"61	Kristoffer Thorbjornsen, *Fife*

SHERBET LAND		
1	2'12"53	Ian Gore, *Somerset*
2	2'16"91	David Grice, *West Bromwich*
3	2'18"61	Lorne Tietjen, *Woking*
4	2'20"48	Richard Walklate, *Southampton*
5	2'34"82	Kristoffer Thorbjornsen, *Fife*

D.K.'S JUNGLE PARKWAY		
1	2'47"17	Hitesh Parekh, *West Bromwich*
2	2'51"35	David Grice, *West Bromwich*
3	3'06"82	Kristoffer Thorbjornsen, *Fife*
4	0'00"00	*We're waiting for your times!*
5	0'00"00	*We're waiting for your times!*

YOSHI'S VALLEY		
1	2'09"36	Richard Walklate, *Southampton*
2	2'09"82	David Grice, *West Bromwich*
3	2'11"55	Kristoffer Thorbjornsen, *Fife*
4	2'11"95	Lorne Tietjen, *Woking*
5	2'12"34	Ian Gore, *Somerset*

RAINBOW ROAD		
1	4'54"84	Richard Walklate, *Southampton*
2	5'05"77	Jenna Blackman, *Bognor Regis*
3	5'09"33	David Grice, *West Bromwich*
4	5'16"56	Hitesh Parekh, *West Bromwich*
5	7'32"94	Kristoffer Thorbjornsen, *Fife*

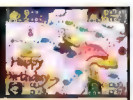
V-Rally '99

ARCADE 1		
1	14'37"56	Jonothan McIlvaney, *Washington*
2	14'39"32	Tom Willian, *Nottingham*
3	14'52"80	Joachim Clauwers, *Belgium*
4	15'01"12	Morten Tronstad, *Norway*
5	15'22"00	Steven Ward, *N. Yorks*

ARCADE 2		
1	20'40"12	Jan-Erik Spangberg, *Sweden*
2	22'07"12	Joachim Clauwers, *Belfast*
3	22'38"92	James Hegarty, *Belgium*
4	23'17"00	Morten Tronstad, *Norway*
5	24'10"80	Jonothan McIlvaney, *Washington*

ARCADE 3		
1	28'04"72	Stuart Masterton, *Milton Keynes*
2	28'38"64	Joachim Clauwers, *Belfast*
3	28'48"96	Morten Tronstad, *Norway*

Mario Party



Flight Time		
1	0'09"96	Kevin Moss, *Wolverhampton*
2	0'09"76	Matthew Sexton, *Bedford*
3	0'09"76	Gavin Eggar, *Staffs*
4	0'09"60	Alex Parsons, *Oldbury*
5	0'09"48	Ron Klijn, *The Netherlands*
6	0'09"48	Tom Maidment, *Kent*
7	0'09"44	Alex Deas, *Scotland*
8	0'09"36	Philip Evans, *Manchester*
9	0'09"36	Jason Frost, *Australia*
10	0'09"28	Nick Leach, *London*

No. of Spins		
1	61	Robert Iveson, *Leeds*
2	59	Kevin Moss, *Wolverhampton*
3	58	Matthew Sexton, *Bedford*
4	58	Gavin Eggar, *Staffs*
5	57	Alex Parsons, *Oldbury*
6	56	Ron Klijn, *The Netherlands*
7	56	Philip Evans, *Manchester*
8	56	Tom Maidment, *Kent*
9	56	Jason Frost, *Australia*
10	56	Alex Deas, *Scotland*

Slot car derby 1		
1	0'23"16	Robert Iveson, *Leeds*
2	0'24"93	Matthew Sexton, *Bedford*
3	0'24"94	Arne Eilers, *London*
4	0'25"13	Ruben Larsen, *Norway*

Slot car derby 2		
1	0'30"46	Robert Iveson, *Leeds*
2	0'33"66	Arne Eilers, *London*
3	0'33"80	Matthew Sexton, *Bedford*
4	0'34"33	Ruben Larsen, *Norway*

Bumper Ball Maze 1		
1	0'32"40	Ruben Larsen, *Norway*
2	0'33"80	Matthew Sexton, *Bedford*
3	0'35"16	Daniel Syversen, *Norway*

Bumper Ball Maze 2		
1	0'30"84	Ruben Larsen, *Norway*
2	0'33"56	Matthew Sexton, *Bedford*
3	0'36"72	Daniel Syversen, *Norway*

Bumper Ball Maze 3		
1	0'37"96	Ruben Larsen, *Norway*
2	0'39"60	Matthew Sexton, *Bedford*
3	0'41"68	Daniel Syversen, *Norway*

How to enter

Remember, you need to send in a photo or video for your effort to be 'confirmed'. Any photos MUST have your name, address and score/time on the back. Videos must have a label attached with the aforementioned information easily legible.
Send all your bits to:

I'm the Best, N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW
If you'd like your videos or photographs back, please include a stamped, addressed envelope (with the correct number of stamps) and we'll promise to do our best to return them.

And remember, each issue has to be completed far earlier than you could ever imagine, so don't fret if your entry doesn't appear in the first issue after you post – it'll be there in the next one.

skill club 64

A new league to stimulate the most dedicated of Skill Clubbers – including four new game challenges!

NEW!

If you read last month's magazine (N64/31) you'll know that we've updated Skill Club 64. After all, some of the old challenges were over 15 months old and we thought you'd all appreciate a new challenge. The new Platinum Club means even those of you sitting smug and contented in the Gold Club have something new to aim for.

We've introduced new challenges on four of the best N64 games released in the last few months. That's *Rogue Squadron*, *Star Wars Episode 1: Racer*, *FIFA '99* and *F1 WGP*. Oh yes, and we've also realised that the *FIFA* challenge we set last month actually isn't possible in the latest version of the game (*You can blame Tim for that* – Andrea), so instead we'd like you to take Southampton to the top of the Premiership. See the opposite page for more details and apologies to anyone who was a little confused.

And the prizes? Well to get into the Platinum Club we need you to complete 14 – that's *14* – of the challenges on the opposite page. Once you've sent us proof of your pretty awesome achievement, we'll send you one of our exclusive **N64** Magazine T-Shirts (there's only 100 in existence, so they're pretty special), as well as an exclusive **N64** pin badge and the all-new Platinum certificate, with your name on it, of course. If you're coming straight from the Silver Club to Platinum, you'll also receive a fantastic Manta Ray pad from those kind people at Nugen (01992 706407).

And that's quite enough from us. Study those challenges and dig out those games... the Platinum Club beckons.

the rules

- *You need to accomplish three challenges to earn yourself ■ Bronze placing, seven for Silver, ten for Gold and 14 to make it into the all-new Platinum list.*
- *You can enter whichever challenges you like – it is entirely up to you.*
- *You can use PAL or NTSC copies of the games but, if you opt for NTSC, you'll have to achieve the faster of the two listed times in Mario Kart and Wave Race.*
- *Each challenge entered must be accompanied by photographic or video proof. Squeezing everything on to the one video tape seems the most sensible solution to us.*
- *We know how to recognise the influence of cheat carts and codes. Offenders will be held up to ritual humiliation and stoned out of the country by zealous citizens.*
- *You can enter for the leagues in stages if you wish. It's up to you. If you've made it into the Bronze league, for instance, you could send us further proof of four or more challenges to elevate yourself to a loftier position.*
- *Bronze, Silver, Gold and Platinum leagues will be published in each future edition of **N64** Magazine.*
- *If you'd like your tapes or photographs back, please include ■ stamped, addressed envelope.*

HOW TO... prove your achievements

Taking photographs

Point at the screen and click away. For best results, turn off or cover up the flash (it will reflect off the screen), draw the curtains and use a fast film – 400 or, best shot, 800 ASA.

Taking videos

1. Take the lead that connects your N64 to your TV and plug it in to the 'Signal In' socket on the back of your video.
2. Connect the 'Signal Out' plug on your video to your TV and turn both on.
3. Switch your TV to the video channel and switch on your N64 with a game plugged into it.
4. Find a spare channel on the video's tuning mechanism and look for the N64 signal. Save the setting.
5. Achieve your challenge and get to the appropriate result screen.
6. Pop in a tape and press 'record'. Press 'Stop' after five seconds or so.
7. Repeat steps 5 and 6 according to the number of challenges you're attempting.
8. Rewind the tape to the beginning of your evidence (so we can see your scores quickly and easily).
And that's about it.

skill club 64

ENTRY FORM

Hello there, I'd like to humbly put myself forward for the Bronze/Silver/Gold/Platinum Club league. I include proof of my achievements in:

A	Super Mario 64	K	Yoshi's Story
B	DKR	L	Banjo-Kazooie
C	Lylat Wars	M	1080°
D	GoldenEye 007	N	F-Zero X
E	ISS64	O	Zelda
F	Mario Kart 64	P	Turok 2
G	Pilotwings 64	Q	Rogue Squadron
H	Turok	R	F1 World GP
I	Blast Corps	S	FIFA '99
J	Wave Race 64	T	Star Wars: Racer

Please send my badge and certificate to:

Name .....

Address .....

.....

.....

.....

.....

*Use a photocopy of this form if you'd rather not cut your copy of **N64** Magazine.*

challenge A — Super Mario 64

What you must do: Find all 120 stars.
Proof: Any picture of *Mario* with that magic 120 (stars) in the top right corner.
Helpful tips: The first five issues of **N64** Magazine tell you all you need to know about *Super Mario 64*. And DGG + No. 4.

challenge B — Diddy Kong Racing

What you must do: Finish the game in Mirror mode.
Proof: We need a picture of the save screen with Adventure 2 and 47 balloons.
Helpful tips: Our review in **N64**/10, and our guides in **N64**/11 and 12. Also, don't forget the DGG + with issue 11.

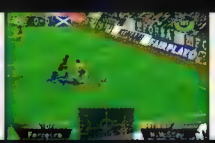
challenge C — Lylat Wars

What you must do: Finish the game with 1,500 hits or more. If you can.
Proof: A pic of the final hits screen or high score table with 1,500 hits or more.
Helpful tips: **N64**/8's free poster and the DGG + No. 2.

challenge D — GoldenEye 007

What you must do: Finish the game on all three settings.
Proof: A picture of the 007 mode's level editor.
Helpful tips: The i-Spy Magazine that came with **N64**/9, tips in **N64**/10 and 12 and the Double Game Guide + on the front of **N64**/12.

challenge E — ISS64



What you must do: Finish all the scenarios.
Proof: A picture of the completed scenario screen (you'll need to do this with more than one picture).
Helpful tips: Tips in **N64**/4 and 14.

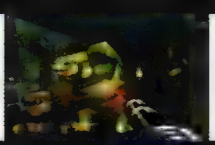
challenge F — Mario Kart 64

What you must do: Record a time of under 1'20"00 on Mario Raceway (1'07" on NTSC).
Proof: A picture of the records screen or the title screen (hold down R). Manage that can you?
Helpful tips: Review in **N64**/4, tips in **N64**/5. DGG + No. 2.

challenge G — Pilotwings

What you must do: Win Gold medals on every event.
Proof: A picture of the medal screen.
Helpful tips: There's a guide in **N64**/6 and tips in the Double Game Guide + on the front of **N64**/19.

challenge H — Turok: Dinosaur Hunter



What you must do: Complete the Time Challenge Mode in under 3'00"00.
Proof: A picture of the final screen with the time clearly visible – important, that bit.
Helpful tips: None available.

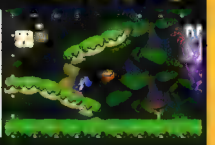
challenge I — Blast Corps

What you must do: Win a gold medal on Neptune.
Proof: A picture of the medal award screen for Neptune.
Helpful tips: Tips in **N64**/8 and the Double Game Guide + on the front of **N64**/16.

challenge J — Wave Race 64

What you must do: Break 1'17"00 on Sunny Beach Time Trial (1'04"00 on NTSC).
Proof: A picture of the records screen.
Helpful tips: There's tips in **N64**/2 and the DGG + on the front of **N64**/14.

challenge K — Yoshi's Story



What you must do: Score more than 34,848 in the main section of the game.
Proof: A picture of the game's final score screen at the end.
Helpful tips: The tips in **N64**/16 and the Double Game Guide + on the front of **N64**/9 should prove very handy.

challenge L — Banjo-Kazooie

What you must do: Complete the game in under 5 hours and 30 minutes with all 100 jigsaw pieces and 900 notes.
Proof: A picture of the game save screen – simple!
Helpful tips: A huge guide in **N64**/19 and DGG + No. 9.

challenge M — 1080° Snowboarding

What you must do: Score over 80,000 in the ever so tricky Contest mode.
Proof: A video of you doing it would be best, although we will accept a picture of the high scores record screen.
Helpful tips: **N64**/22's Double Game Guide +.

challenge N — F-Zero X

What you must do: Beat the Joker Cup on 'Master' setting.
Proof: Only a video will do. Beat the cup and then press Record to capture the delightful end sequence. You must record all of the sequence, though.
Helpful tips: Plenty of hints in **N64**/24's DGG +.

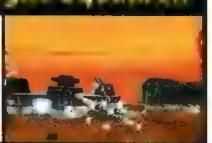
challenge O — Zelda

What you must do: Complete the game with 100 Gold Skulltulas and 20 hearts
Proof: Pictures or a video of the quest status screen.
Helpful tips: The tips in **N64**/26 will tell you everything you need to know.

challenge P — Turok 2

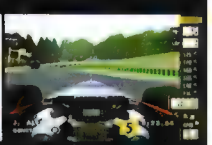
What you must do: Finish the first level in under 40 minutes. Go on, give it a go.
Proof: Save the game at the end of the first level, quit, and take a pic of the load game screen.
Helpful tips: This is very tough. Plenty of tips in **N64**/24.

challenge Q — Rogue Squadron



What you must do: Clock up 30 kills (and a Gold medal) on Death Star Trench Run. If you haven't reached it, type in DEADDACK as a password to open up all the levels.
Proof: A picture of the end-of-level medal screen.
Helpful tips: **N64**/27's guide, or **N64**/31's DGG +.

challenge R — F1 World Grand Prix



What you must do: Be the champion at the end of a whole season, that's 17 races, on simulation mode. This will take time.
Proof: A picture of the awards screen when you've won.
Helpful tips: Check out the course maps and tips in the Double Game Guide + on the front of **N64**/22.

challenge S — FIFA 99

What you must do: Take Southampton to the Premier League Championship on the hardest difficulty setting.
Proof: A video of the full time results menu, and the subsequent awarding of Championship Trophy.
Helpful tips: Check out our guide in **N64**/28.

challenge T — Star Wars Episode 1: Racer

What you must do: Complete Sunken City and Scrapper's Run on the Semi-pro Podracing Circuit clocking up times of 6'46"450 and 2'45"762 respectively.
Proof: Proof of the lap time screen on completion of the race.
Helpful tips: Look at the tips in **N64**/31 and **N64**/32.

GO! GO!

PLATINUM Club

complete 14 challenges

WE'RE WAITING FOR YOUR EVIDENCE! YOUR NAME COULD BE HERE NEXT MONTH!

GOLD Club

complete 10 challenges

Jon Davies, *Wallingford*
Jan-Erik Spangberg, *Sweden*
Kelly Humphreys, *Marlow*
Graham Underwood, *Cumbria*
Gregor Richards, *Dorking*
Stuart Richards, *Dorking*
Stephen McMahon, *Co. Down*
John Kostons, *Nederland*
Piet dem Dulk, *Holland*
Paul Isaia, *Southampton*
Robert Gallagher, *Eastleigh*
Ingvar S. Arnorson, *Iceland*
David Sharp, *Clackmannanshire*
Shane Roberts, *Spalding*
Andrew Mills, *Londonderry*
Mark Currid, *Ireland*
David Nicol, *Cambridge*
David Keane, *Sandwich*
David Crowther, *Kent*
Daniel Syversen, *Norway*
Stelios & Orestis *Giaremelos, Greece*
Michael J.K Bevan, *New Zealand*
Chris Smith, *Tyne & Wear*
Kostas A. Mitzithras, *Greece*
Richard Ford, *London*
Phill Young, *Northallerton*
Michael Mawdsley, *Southport*
Scott Brown, *Stocksfield*
Daniel McCann, *Glasgow*
Afong Toh, *The Netherlands*
Brett Slader, *Australia*
Gary Thomson, *Mid Lothian*
Nick & Chris Robinson, *West Sussex*
Greg Duncan, *Glasgow*
Alan Dundas, *Angus*
Jeremy Hammett, *Woking*
Tom Spurrier, *Southampton*
Mark Reilly, *Glasgow*
Antonio Vites Carmora, *Spain*
Chris Partridge, *East Sussex*
Jesús Ramos Membrive, *Spain*
Chris Ross, *Angus*
Ross Duncan, *Nairn*
Joshua Takaoka, *Newbury*
Paul Northend, *Middlesborough*
Bill McCoist, *Fareham*
Ross McKinstray, *Arbroath*
Tom Magee, *Catterick*
Peter Tweedie, *Woking*
Andrew Harvey, *Twyford*
Daniel Carlsson, *Sweeden*
Chris & Kevin Fennelly, *London*
Gregory Kuzdenyi, *Ealing*
Kenton Knop, *America*
Michael Cunningham, *Australia*
Alex Deas, *Scotland*
Davy James, *Powys*
Lawson Gavin, *Co. Offacy*
Matthew Weston, *Nottingham*
Gearoid Reidy, *Co. Offaly*
Christopher McCabe, *County Down*
Robert Clark, *Kent*
Dee Dee Ramone, *Cumbria*
Steve Keenan, *Norfolk*
Daniel Lorenz, *Oxon*
Chris Richmond, *Australia*
Chris Gray, *Fife*
Martin Rosinski, *London*
James Hegarty, *Belfast*
Jamie Hobbs, *Norfolk*
Nick Haynes, *Orpington*
Colin Taylor, *Barnet*
Mariusz Panczar, *Poland*
Morten Tronstad, *Norway*
David Smart, *Glasgow*
Aidan Murray, *Co. Cork*
Gavin Bolder, *Kent*
Aaron Clack, *Kent*
Aidan Murray, *Co. Cork*
Martin Flynn, *Kent*
Griffin Leadebrand, *Australia*
Ryan McIlvenna, *Antrim*

SILVER Club

complete 7 challenges

NAME	COMPLETED
Shaun Bell, *Trowbridge*	A,B,D,E,G,H,I
Kurt Peter Radford, *Rotherham*	A,B,D,E,F,I,J
Richard Davies, *Rotherham*	A,B,D,E,F,I,J
Philip Foster, *Havant*	A,B,D,E,F,G,I
Derek Topper, *Bristol*	A,C,E,F,G,H,I
Chris Scearce, *Reading*	A,B,C,D,F,G,I
Arthur Van Dalen, *The Netherlands*	A,B,D,F,G,H,I
Ciaran McDermott, *Ireland*	A,B,C,D,E,F,H
Rony Costa, *Middlesex*	A,B,C,D,E,I,J
Andrew Castiglione, *Bristol*	A,B,D,E,F,H,I
Jon Olav Larsen, *Norway*	A,B,C,D,E,F,G
Mario Sioutis, *Greece*	A,C,D,E,F,G,H
Andrew Rutherford, *Macclesfield*	A,B,C,D,F,G,I
Ben Campion, *Staffs*	A,B,C,D,F,H,I
Ben Cook, *Shoreham-By-Sea*	A,B,C,D,G,H,I
Chris Constable, *Devizes*	A,C,D,F,G,H,J
Craig Scotney, *Leighton Buzzard*	A,B,C,D,G,H,I
Dave Bloemer, *Holland*	A,B,C,D,F,G,K
The Terrible Twins, *Banbury*	A,B,C,E,F,H,I
Craig Silcocks, *Trowbridge*	A,B,C,D,E,F,J
Gard Mellemstrand, *Norway*	A,C,D,E,F,G,I
Andrew Taylor, *Cheshire*	A,B,C,D,F,H,I
James Cruickshank, *Clackmannanshire*	A,C,D,F,G,H,I
Tom Clarke, *Bucks*	A,B,C,D,F,I,K
Kevin Gilbert, *Upton*	A,B,D,G,H,J,K
Iain Dalby, *Tyne & Wear*	A,C,D,E,F,G,H
Brian Mulheran, *Tyne & Wear*	A,C,D,E,F,G,H
Dylan Foale, *Devon*	A,B,C,D,F,G,I
Robbie Klijn, *The Netherlands*	A,B,C,D,E,F,L
Stuart Derbyshire, *Bolton*	A,B,D,E,F,G,I
John Heelham, *Manchester*	A,B,D,G,H,I,K
Adam Denton, *Crewe*	A,B,D,F,G,H,I
Jeremy Scoble, *Plymouth*	A,C,D,E,G,H,I
Lewis Cave, *Loughborough*	A,B,D,E,F,I,N
Stephen Mansfield, *Derby*	A,B,C,D,E,J,M
Steven Said, *Australia*	A,B,E,F,G,I,M
Pedro Manacas & Rui Mota, *Portugal*	A,D,E,F,H,I,N
David Gamble, *Co. Antrim*	A,B,C,D,I,L,N
James Bundy, *Reading*	A,C,D,E,F,I,L
M. Mina, *Essex*	A,C,E,F,I,M,O
Luke Yeandle, *Abertillery*	A,B,C,D,E,G,P
Steven Ward, *Hawes*	A,B,D,E,H,O,P
Nils Menzler, *Germany*	A,B,C,E,I,N,O
Jimmi Aarela, *Finland*	A,B,D,E,F,I,P
Geoffrey Maddocks, *Australia*	A,D,F,G,I,M,N
Christopher Grant, *Inverness*	B,C,F,H,I,L,M
Anthony Gruitt, *Sittingbourne*	A,B,C,D,F,G,M
M Hall, *Middlesex*	A,B,D,E,F,M,P
Pieter van den Brink, *The Netherlands*	A,B,G,H,I,K,L
Sam Thompson, *Aberystwyth*	C,D,I,M,N,O,P
Alex Underhill, *Wolverhampton*	A,C,F,J,L,M,O
David Littern, *Middlesex*	A,B,D,E,F,M,P
Steven Dalton, *Stockton-on-Tees*	A,B,D,E,G,H,I
Paolo De Luca, *Italy*	A,B,C,D,H,K,P
Reuben Barker, *East Sussex*	A,C,D,G,L,N,O
Andrew Cox, *Cornwall*	A,B,C,D,E,F,N
Ryan Bledsoe, *Knaresborough*	A,B,D,H,I,L,P
David Albon, *Herts*	A,C,D,E,F,M,N
Andrew Hannath, *Swindon*	A,B,C,D,F,G,H
Matthew Prior, *Norwich*	A,B,C,E,G,H,I
James Vallerine	A,E,F,G,I,M,O
Andrew Granville, *Bridgend*	A,B,D,G,I,M,O
Gary Cadley, *Newcastle-upon-Tyne*	A,C,D,F,L,N,O
Rod Bayliss, *Australia*	A,B,D,F,G,H,O
Alan West, *Suffolk*	A,B,D,E,F,O,P
Richard Kearney, *Wirral*	A,D,E,I,N,O,P
Turo Halinen, *Finland*	A,B,C,D,F,K,O
Paul Davies, *Conwy*	A,B,C,D,G,I,M,O
Kevin Loughlin, *Slough*	A,B,C,E,F,K,M,O
Alex McIver, *Edinburgh*	A,B,C,F,K,L,N,O
Martyn Bibby, *Cheshire*	A,B,D,E,F,G,H,I
Christopher Smith, *Surrey*	A,B,C,D,E,G,I,J
Chris Kerry, *Essex*	A,B,C,F,G,I,K,L
Matthew Weston, *Nottingham*	A,B,C,D,G,H,I,L
Torri Marco, *Switzerland*	A,B,C,D,E,L,M,N
Laurie Eggleston, *Kent*	A,B,C,D,F,G,J,M
Philipp Sokolean, *Switzerland*	A,B,D,E,H,I,L,M
James Hegarty, *Belfast*	A,B,F,G,H,J,N,P
Richard Whitham, *Poulton-le-Fylde*	A,B,C,D,F,G,L,O
Matthew Wilkins, *Wiltshire*	A,B,D,E,G,I,M,N
David Lonroy, *Lancastershire*	A,C,E,F,G,H,M,O
Richard Sutton, *Kent*	A,B,I,F,L,M,N,O
Phillip Renyard. *Ashford*	A,B,D,F,I,L,N,O
Ben Woodridge, *Whitby*	A,C,D,H,I,M,N,P
Matthew King, *Bromley*	A,B,C,D,E,F,G,I,J
Chris Gray, *Fife*	A,C,D,E,F,H,I,J,L
Kevin Seeney, *Bury St Edmunds*	A,B,C,D,I,L,M,O,P
Aaron Norris, *Australia*	A,B,C,D,E,F,G,H,I,K

BRONZE Club

complete 3 challenges

NAME	COMPLETED
Adam Khattak, *Belfast*	A,C,F
Matthew Kitis, *Liverpool*	B,C,I
Joe Cape, *Stirling*	A,C,D
Ewen Summers, *Ayrshire*	A,B,D
Joachim Clauwers, *Belgium*	A,D,F
David Holmes, *Doncaster*	A,B,F
Tom Wyatt, *Staines*	A,C,D
Ben Stevens, *London*	A,E,F
James O'Sullivan, *Somerset*	A,B,D
Keith Tannahill, *Ayrshire*	A,D,J
Jamil Yahyaoui, *Belfast*	A,B,D
Michael Achilles, *Chingford*	A,D,I
Jan Dehm Neves, *Portugal*	A,E,G
Ben Wakefield, *Twickenham*	A,B,D
Omid Elliott, *Co. Tyrone*	A,B,C
Nick Syrad, *Reading*	A,D,F
Patrick Laakso, *Sweden*	A,B,D
David Gibson, *Fleet*	B,D,H
Mark Underwood, *Cumbria*	A,E,I
Daniel Longstaff, *Chigwell*	A,G,I
Vincent Coyne, *Galway*	A,E,F
Raoul Smids, *Belgium*	A,B,G
Chris O'Riordan, *Cornwall*	A,B,E
Sandy McKenzie, *Fife*	C,F,G
Norman Glover, *Cleveland*	A,B,F
Alex Johnson, *Sidcup*	A,C,D
Damian Unwin, *Southhampton*	B,C,D
Chris Hinkley, *Peckham*	A,B,F
Gordon Willmott, *Edinburgh*	A,D,K
Johan Brown, *Grantham*	A,B,D
Russell Higgins, *Shropshire*	A,G,I
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Steven Smith, *Essex*	B,D,F
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Edward Rummins, *Ashford*	A,B,D
Ryan Carson, *Devon*	A,C,F
Ashley Bennett, *Essex*	A,D,I
Thomas Vincett, *Weston-super-Mare*	A,D,F
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Club 64

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CONTACT

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● Come and get 28 A4 pages packed with Issue 3 of NGT. It's full of news, reviews and more. Please send £1.50 to NGT, Chris Butterworth, 15 Spinneyfields, Wildwood, Stafford, ST17 4RR.

■ Wanted! Issues 2-19 of **N64** Magazine with all gifts and books. Willing to pay £30 – no more. Call Adam on 0121 580 1069.

■ I've got to get hold of the *GoldenEye* Double Game Guide from **N64**/12. Will pay £2.50. Please contact Chris on 01365 326050.

■ If you want news, cheats and tips for your N64, please call David on 01903 236725.

■ Wanted! Issues 25-26 of **N64** Magazine, will pay good money. I also want any cheats for *GoldenEye, F1 WGP, ISS64, Zelda, FIFA '99, Mario Kart* and *Wave Race*. Contact Mark Bloy, 7 Clayburn Side, Basildon, Essex, SS14 1QB.

■ Total SNES fanzine for sale. We have reviews, cheats, tips and compos – all dedicated to the SNES. It's £1.25 per issue or £10 a year. Please write to Eamon Saryazdi, 28 Northcourt Road, Worthing, West Sussex, BN14 7DR.

■ **N64** Magazine issue 2 wanted. Will pay up to £15 depending on condition. If you can help, write to Daniel Morris, Workshop Studios, Millsborough House, Millsborough Road, Redditch, B98 7BU.

● Issues 2-19 of **N64** Magazine wanted with all the gifts and books. I will pay £30 – no more. Call Adam on 0121 580 1069.

GAMES TO SWAP

■ Please swap my *WCW World Tour* or *Turok* for *Yoshi's Story, ISS '98, WWF, South Park, F-Zero X, Diddy Kong, Extreme G* or *Silicon Valley*. Call Joe on 01582 503650.

● I'll swap *Turok, Bio Freaks, Lylat Wars* or *Mario 64* for *1080°* or *WWF Warzone*. Call Richard on 0121 580 0449.

■ Will swap *DKR* for *WWF Warzone* or *WCW/NWO Revenge* (unboxed). Call Robert on 0181 469 3899.

● I will swap *Turok 2* (badly damaged box with manual), for *Rogue Squadron* (must have box and manual). Please call Ryan on 01334 840356.

■ Swap *V-Rally '99* for *Zelda, DKR, Bomberman, Bomberman Hero, Wave Race, Banjo-Kazooie, Turok 2, ISS '98, Yoshi's Story, South Park, Micro Machines, 1080°, FIFA '99* or sell for £25. Call Stan on 01225 810689 after 4pm.

● I will swap *Banjo-Kazooie* for *WCW/NWO Revenge* (*Banjo-Kazooie* comes with guide). Call David on 0181 998 4916

● I will sell *All Star Baseball '99* for £20 or will swap for *Mario Party* or *Buck Bumble*. Please call Mike on 01376 512104.

■ Will swap *GoldenEye, Lylat Wars* or *Madden Football* for *Body Harvest, Silicon Valley, Snowboard Kids* or *South Park*. Please call Lee on 01604 643165.

● Will swap *Multi Racing Championship* for any second-hand Action Replay cartridge. Call Ben on 01277 364115.

● I'll swap *Extreme G* for any wrestling or football game or I will sell for £20 ono. Please call Mark on 01329 318269.

● I'll swap *Banjo-Kazooie, Body Harvest* or others (like *Turok 2*) for any *Bust-A-Move* type game. Call Mike on 01524 732814.

■ I'll swap my *Turok 2* for any *WCW* wrestling games, *Body Harvest* or *Rogue Squadron*. Call Stephen on 01443 732801 (games must be boxed please).

● Swap my perfect *F1 World Grand Prix* for your *Mario Kart 64* or sell for £25. Call Stuart on 0171 2248 635 after 6pm.

● I will swap *Mario Kart 64* (boxed) for *Mission: Impossible* or *Shadows of the Empire*. Please call Craig on 01993 700487.

■ Please, please, will someone swap *Zelda 64* for *1080°* plus £5/£10? Call Matt on 01926 831969 after 4pm if you can help.

● I will swap *DKR* in return for *Mission: Impossible* or *South Park*. Call Ben on 01303 278335.

■ Swap *F1 World Grand Prix* for two games – preferably either *South Park, Mario 64, Lylat Wars* or *Castlevania*. Other games will be considered. Please contact Jim on 0181 302 3233.

■ I will swap *Banjo-Kazooie* for an Action Replay or £30. Call Jamie on 0181 517 0661 after 5pm.

■ Will swap *F1 Pole Position* for *Mario Kart, Turok* or *Banjo-Kazooie*. Call Aaron on 01704 545772.

■ Will swap *FIFA '98* for *F-Zero X* or *Turok 2*, or sell for £20-£25. I will also consider other games to swap of your choice. Call Adam on 0161 861 7739 after 4.30pm

GAMES WANTED

■ Game Boy colour games plus original Game Boy games wanted. New or used considered, but must be in good condition. Write to Douglas Brown, Westerly, 106 Lowe Hill Road, Shrewsbury, SY4 5UT.

■ Wanted! *Mario Party* game for computer crazy six year old! Also, any tips books for *Diddy Kong Racing* and *Mario 64*. Please call Karen on 01762 326237.

■ Looking for both *Zelda* games on the NES. Also *Zelda* on the SNES and any *Donkey Kong Country* games wanted. Please call Chris on 01977 519768.

■ *F1 WGP* for sale, £35-£45, highest bid gets it. Please call Charlie on 01669 621616.

■ Wanted! Action Replay or Gameshark Cheat cards for about £20. Open to haggling. Please call Russell on 01904 900046.

■ I'm after a copy of *Mortal Kombat 4*, will pay £25. Please call Richard on 0151 531 0714.

■ Wanted! N64 controller, will pay £10. Call Alex on 01624 823794.

■ Game Boy games wanted. *Mega Man* games and *Twin Bee* for at least £10 (must have manuals). Also, **N64** Magazine issues 1-22 wanted. Call Ryan on 01932 862167.

PENPALS

■ Penpal wanted who's 11 years old and likes N64 games. Must also like sport and be male. Please call Mike on 01227 454359.

■ Penpal wanted aged 12-14 years old, male or female, must like N64s, *GoldenEye* and James Bond. Write to A J Cookson, 27, Bayview Terrace, Penzance, Cornwall, TR18 4HS.

■ I'm looking for a penpal, male or female, who's 12-15 years old and likes *Zelda*, Pokémon and gory stuff. Call Marc on 01273 738058.

■ Penpal wanted, preferably female, must like *GoldenEye* and be N64 mad. Please include a picture when writing to me, Alex Smith, 58 Scarlett Road, Castletown, Isle of Man, IM9 1NX.

■ 13-year-old male or female penpal wanted. Must like N64 games and most sports. Please contact Daniel Ashton, 1 Alice Cottages, West Road, Sawbridgeworth, Herts, CM21 ODN.

● Female penpal wanted, 11-13 years old – must be attractive. Please write and send a photo to Adam Young, 4 Windsor Avenue, Anlaby, Nr Hull, East Yorkshire, HU10 7AS.

● Amy and Lisa are looking for 11-12 year old boys for penpals. We like N64s, South Park and The Simpsons. Write to Amy Hall and Lisa Meglone, 50 Fairfield Square, Droylsden, Manchester, M43 6PE.

■ Penpal wanted! Must be female aged 11-13 years old, must love PCs, N64s, South Park and sports. Please write to Richard Rout, 71 Derrymore Road, Willerby, Hull, East Yorkshire, HU10 6ET.

■ Male penpal wanted aged between 10-12 years old. Must like N64s, The Simpsons and WWF wrestling. Write to David Martin, 86 Curzon Street, Glasgow, G20 9EZ.

■ I'm looking for a penpal aged 10-12 years old. Must like Manchester United. Please write to Sean Ballinger, 21 Wallace Avenue, Torquay, Devon, TQ2 7HD.

■ 16-year-old male wants penpal, same age, male/female, must like all consoles, South Park, wrestling, and Celtic FC. Please write to Chris Scullion, 100 Alexander Street, Coatbridge, Lanarkshire, Scotland, ML5 3JH.

● Hi, I'm a 12-year-old boy looking for a female penpal aged 11-12 years old, must like N64s and South Park. Write to Will Bann, 7 St Oswald's Road, Fulford, York, YO10 4PF. Include a photo if possible.

● 13-year-old boy seeks penpal of similar age. Must be male and love N64 games. Please call Glenn on 01396 767025.

● Penpal wanted, 11-13 years old. Must love N64s and like Friends. My name's Timothy Beech and I'm male. Please write and send a photo to 14 Belverdere Court, Lawley Hill, Camberley, Surrey, GU17 9JF.

■ Penpal wanted, aged 13-14 years old. I love N64s, *Zelda* and art. Please write to me, Esther Crates, at 41 Fairlee Road, Newport, Isle of Wight, P032 2EJ.

■ Hi! My name is Adam Tillsely. I want a penpal aged 10-14 years old, who must like Manchester Utd and N64s. Call Adam on 01527 529559.

■ I'm a 12-year-old boy who wants any penpal around my age. Please contact Olumide Faturott, 14 Downend Court, Bibury Close, Peckham, London, SE15 6AQ.

■ Male or female penpal wanted aged 14-15 years old. Must like Friends, music, basketball and Disney cartoons. Please write to Sian Williams, 5 Narrow Close, Histon, Cambridge, CB4 9XX.

■ Penpal wanted! Male or female aged 13-15 years old, who likes N64 games. Write to Michael Robinson, 1 Britannia Terrace, Brotoon, Saltburn, Cleveland, TS12 2PR.

● 13-year-old boy wants male penpal who's interested in N64 games, especially *V-Rally, F1 WGP* and *Mario Kart*. Write to Adam Lee, 50 Trenoweth Estate, North Country, Reduth, Cornwall, TR16 4AH.

● Penpal wanted, male or (preferably) female aged 14-years-old. I like football, Indie music and N64 games. Write to Jo Jenness, 15 Ranelagh Gardens, Southampton, Hants, SO14 2TH.

● Hello, I'm after a penpal aged 13-years-old. I like rugby and N64 games, such as *GoldenEye*. Please write to: Marc Peters, 15 Trinity Road, St Helier, Jersey, JE2 4NH.

GAMES FOR SALE

■ *GoldenEye* map in full 3D for sale, complete accept for Statue Park part. Please contact James on 01423 529525 if you're interested.

■ Pocket Game Boy fully boxed, perfect condition, with two games, plus pocket leather case for £40. Call Matthew on 0151 424 7554.

● I will sell my boxed *WWF Warzone*, with instructions and guide for a crisp £20 note. Call James on 01483 770510 after 4pm.

■ SNES for sale, including 16 games, such as *Mortal Kombat 1,2,3*, and *Mario Kart* all for £50 ono. Call Dan 01732 321215.

■ SNES plus 11 games, three turbo pads, ■ carry case and super Gameboy – all for £100 or with six Game Boy games for £120. Contact Pablo at 151 Dennett Road, Croydon, Surrey, CRO 3JH.

■ Game Boy plus six games with link up cable for sale. Free carry case and second Game Boy £55. Call Chris on 01962 850630.

■ *Turok, Blast Corps* and *Pilotwings* for sale, both boxed with instructions. For more information call Matt on 01752 301478.

■ N64 with *Zelda, Mission: Impossible, NBA Courtside, 1080°, Holy Magic Century* and *Chameleon Twist* with extra pad and rumble pak £170. Call Craig on 0141 641 3384.

● *South Park* for sale – £35, *Extreme G* – £25 or swap for any other PAL game. All offers considered. Please call Michael on 01628 520754.

■ Loads of N64 games for sale! Including *V-Rally, Goeman, ISS '98, WC '98, Mario 64, 1080°, DKR, Mario Kart*, plus loads more between £15-25. Call Sam on 0956 438809.

■ Top N64 games for sale. *Mario 64, Glover, Fighters Destiny, World Cup '98* and *Yoshi's Story*, only £30 each. All games boxed. Call Paul on 01244 313631.

■ *Mission: Impossible* for sale in perfect condition, still boxed, for £24.50. Please call Craig on 01538 381273 if you're interested.

■ Perfect condition games for sale: *Diddy Kong, GoldenEye, Banjo-Kazooie, Mario 64, Turok, Mario Kart, Bust-A-Move 2, Iggy's Reckin' Balls, Extreme G, Snowboard Kids*, from £16 upwards. Call Bill on 01963 250554 if you're interested.

■ *GoldenEye* for sale, mint condition. Bargain at £25. Call Phil on 0161 962 0301 after 4pm.

■ Larger selection of NES, SNES and Game Boy hardware and software for sale. Send a SAE for details to Nick Marshall, 11 Oaklands Road, Froombridge, Tunbridge Wells, Kent, TN3 9SB. Or call 01892 864523.

■ *Pilotwings* £20, *Diddy Kong Racing* £16, *Extreme G* £13 or Pocket Game Boy with *Zelda* for £40. Call Arran on 0117 985 5096.

■ I will swap Action Replay for *Zelda, Lylat Wars, Vigilante 8 or Wipeout.* Or will sell for £30. Call Craig on 01383 860980.

■ *Zelda, GoldenEye, Banjo-Kazooie, ISS '98, F1 WGP, DK Racing, NBA Courtside, Mario Kart, Super Mario,* all boxed, immaculate condition, yours for £25-£35 each. Call Richard on 01562 885274.

■ N64 for sale with five top games, including *GoldenEye, F-Zero X,* all boxed with instructions. Plus two joypads, expansion pak, all for £200 ono. Call Keith on 01322 338578.

■ For sale, *Mission: Impossible,* £30. Please call Tom on 01276 857234.

■ *Fighters Destiny* £15, *Lylat Wars, DKR, WCW World Tour, Snowboard Kids,* all £20 each. *V-Rally* for £25. *Turok 2, GoldenEye, Banjo* all £30 each. *South Park* for £35. All games in excellent condition. Call Jonathan on 0181 657 7214.

■ Game Boy with nine games, camera, printer, power pack and mains adaptor, light magnifier, large case, cheat book and link cable. All that little lot for £100. Please call 01732 365873.

■ *Diddy Kong Racing* and *Mario 64* for sale, both in boxes with instructions, for £25 each – or may swap for a good game. Call Stuart on 01227 462451.

■ Games for sale: *Mario 64* £35, *GoldenEye* £35, *Turok* £25 and *Extreme G* £30, as new. Or the whole lot for only £105. Please call Conrad on 01762 336194.

■ *Turok 2, Forsaken, Mystical Ninja* and *Silicon Valley,* all boxed for £20-£30. Call 0181 691 3607.

■ Games for sale: *Turok 2* £25, *Mario Kart* £20, *F-Zero X* £25, *Wetrix* £15, *DKR* £20, *Banjo-Kazooie* £20. All boxed. Call Andrew on 01939 270593.

■ Games for sale: *Zelda* £33, *F1 WGP* £28, *Turok 2* £28, *Diddy Kong Racing* £25, *Yoshi's Story* £25, all games in immaculate condition. Please call Darren on 01476 400167.

■ N64, boxed with one controller, and three games: *Zelda 64, Banjo-Kazooie* and *Diddy Kong Racing,* all for £100. Please call Ricky on 0181 368 7486.

■ US *Smash Bros* with games passport used once for £80. *Mario Party* £40, brand new Game Boy colour £50, all unwanted presents. Please call Wayne if you're interested on 01253 832780 after 4pm.

■ NES for sale. Excellent condition, two controllers and *Mario All Stars,* £25. Also various Game Boy games at £4 each. Call Dan on 01727 864 709 after 4pm

■ Games for sale: *Lylat Wars* with rumble pak for £35, *DKR* £30, *FIFA '98* £25, *Mace* £25 ono. Please call Patrick on 01242 230572.

■ *Banjo-Kazooie, 1080°* and *Body Harvest* for £30 each. All boxed and in excellent condition. Please call Tom on 01235 528525.

■ N64 with three controllers, three rumble paks, scart cable, carry case and 256K controller pak. Plus the following games: *GoldenEye, Zelda, 1080°, Pilotwings, Diddy Kong Racing, WWF Warzone.* Everything boxed with warranties for £300 ono. Call John on 07899 886595.

■ SNES, two control pads, two games, plus four-player adaptor for sale, £32. Or can sell separately. Call Lindy on 0181 549 4691.

■ Sega Saturn for sale with one control pad for £30. Also, *Turok 2* for £25. Call Richard on 0181 527 8638.

■ *WCW vs NWO World Tour* or *Turok* for £30. Or both games for £50. Call Joe on 01582 503650.

■ Would anyone like to buy *Extreme G* for £15? Call Steven on 0141 563 8550 if you're interested.

■ Mega Drive for sale, complete with 15 games and two control pads. Will accept any offers around £8. Call Ross on 01295 720376.

● Sega Saturn for sale, with seven games and one controller, very good condition. Call Danny on 0181 574 6694 with offers.

■ *Zelda* for sale, £35 cash. Call Dennis on 0181 740 8267

■ *NBA Courtside* for sale as good as new. For the bargain price of £15. Call Daniel on 01276 857408.

● Classic Acorn Electron console with 30 games, tape player, instructions and all leads etc. In good working order. £35 ono including p+p. Please call Joe on 01423 358753.

■ US N64 games for sale: *Blast Corps, Killer Instinct, Starfox, Mischief Makers, Shadows of Empire, Doom 64, Wayne Gretzky's Hockey,* all together for £90. Fax Dimos on 00301 4220111.

■ Wanted urgently! *Theme Park* for SNES, I will pay £5-£10. Also, ten SNES games for sale £5-£10 each. Please call Owain on 01253 764067 between 4-9pm.

■ *Extreme G* for sale, £10 (boxed with instructions). Will swap for any good game or a rumble pak + £1. Call Robert on 0191 2534739.

■ *Turok 2* and *F1 WGP* £30 each or £50 both. I'm also after a TV tuner for Sega game gear, I will pay £15. Call David on 01856 831237.

■ *Body Harvest* £25, *Forsaken, Top Gear Rally, Warzone,* £20 each, *Extreme G* £15, boxed in excellent condition with instructions. Call Richard on 01656 746119.

■ Anyone want a rumble pak? Well, I've got one! And I'll sell it for £5 or will swap for controller pak. Please call James on 0181 697 3810.

■ *WWF Warzone* (unboxed) for sale, only £20, or will swap for any reasonable games. Please call Shaun on 01242 250478.

■ Will sell *Turok 2* for £30 or will swap for *FIFA '98* or '99. Please call Richard on 0181 569 7663.

● N64 games for sale: *Bomberman, Doom 64* and *Extreme G,* all in excellent condition, not boxed, £20 each or £50 lot. Please call Chris on 0121 745 1810.

■ Game Boy games for sale, including some GB accessories. Prices vary, so call Andrew for more details on 01403 817967.

● *V-Rally '99* for sale (with box and instructions) £25-£30 or I will swap for any good N64 game you offer. Phone Peter on 01920 422396.

● The excellent snowboard and stunt game, *Snowboard Kids,* for sale, £25. And that memorable classic, *Mario 64,* for £25. And *Turok 2* for £30. Call Zamir on 0181 672 0419.

■ Game Boy for sale with *Killer Instinct, Mario 64, Yoshi's Story, Metroid, Lemmings* and PVC case for £37 or will swap for decent GB game. Call David on 01455 230 964.

■ Games for sale: *ISS '98, Turok 2, Super Mario* (boxed) and *F1 World Grand Prix* with manual all £25. Call James on 01737 360698.

● *Turok* £10, *GoldenEye* £20, *Mario 64* £20, *Lylat Wars* £15, *Zelda 64* £35. Call Paul on 0114 296 6739 after 6pm, buyer collects.

■ N64 game for sale – *Turok 2.* Comes with good condition box and instructions, for £25. Please call Craig 01235 751621 after 6pm.

■ Action Replay, *ISS '98* and *WWF Warzone,* £30 each or £80 for the lot. Buyer must collect. Call Robert on 0151 638 0013.

● For sale! *V-Rally '99* £32, *Zelda 64* £36 (both in good condition). Also Top Drive steering wheel £45. Call Tom on 01943 816241after 3pm.

● *Turok 2* and *Duke Nukem 64* £25 and £20 respectively. Call Steve on 01925 752315.

■ N64 for sale with two pads, expansion and rumble paks, plus 14 games including: *Zelda, Turok 2, GoldenEye, F1 WGP, 1080°* and *Mario 64,* worth £850, sell for £350. Call Seth on 01286 8715

● SNES for sale with games. Good condition, for £45. Call Patrick on 01861 523648.

Cut out and send

N64 MAGAZINE READER ADVERTISEMENT FORM

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☐ Help Wanted

THE RULES

Sadly, yes, there are some. Private ads only. Adverts for pirate software will not be accepted, either. **N64** Magazine also accepts no responsibility for items lost, damaged or any loss whatsoever suffered as a result of the use of this page.

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Please write your ad in block capitals in the grid below. Put one word only in each box. Words not in boxes will not be printed. Please remember to include either a telephone contact number (with national dialling code) or e-mail address in your ad.

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Club 64 DIRECTORY

In association with BEATTIES Models Hobbies Toys Games

So, where can you find the most up-to-date N64 games directory ever? Right here, that's where!

How it all works

NEW! *Yep, we reviewed some of the games in Directory over TWO years ago so, whilst they might have deserved their mark then, some of them have been superseded by newer games. Our Star Mark shows how we feel the game fares now. Out of five.*

It's now super-easy to see whether the game in question got a Star Game Award (85% or over). If it did, we recommend you buy it!

INCOMPETENCE 64

64%

Publisher ● Price ● No. of players ● rumble pak ● Type of save ● expansion pak ● Issue reviewed ● Reviewer (see opposite)

We think it's quite good, so – hey! – it's not like we'll get it a day before it's in the shops. Oh, hang on, it's exactly like that. But no matter! Who needs free advertising anyway? Just remember: *Incompetence 64*!

TOP TIP *Make promises for about, ooh, three months preceding the event. Then ensure nobody can contact you until the time has well and truly gone. That way, you'll ensure maximum incompetence. Yay!*

NEW! *Information now includes whether a game uses a Rumble, Controller or Expansion Pak.*

Here we tell you whether you should buy the game or not, in a quick and informative fashion. You can rest assured, we know our games and we know how to tell if games are good.

In here will be a tip of the toppermost variety, packed like tuna into a nice and concise space. Handy!

Know your reviewer

JA	James Ashton
JD	Jonathan Davies
MH	Matthew Hall
TW	Tim Weaver
WO	Wil Overton
ZN	Zy Nicholson
JS	Jon Smith
JN	Jonathan Nash
JB	Mr Robinson
TT	Tim Tucker
ME	Max Everingham
JP	James Price
SJ	Steve Jarratt
MK	Martin Kitts
MG	Mark Green
DM	Dan Mortlock

HIGHLY RATED

The five top games in Directory. Send us your own charts if you disagree.

1. ZELDA 98%
2. MARIO 64 96%
3. TUROK 2 95%
4. GOLDENEYE 94%
5. F1WGP 93%

UK Game releases

1080° SNOWBOARDING

89%

Nintendo ● £40 ● 1/2 players ● rumble pak ● On-cart ● Issue 21 ● MK

It takes a while to get into, but stick with it and that familiar Nintendo magic shines through.

TOP TIP *N64/22's Double Game Guide + features more than enough tips and hints to enable you to access all the secret boarders.*

AERO FIGHTERS ASSAULT

58%

Konami ● £55 ● 1/2 players ● rumble pak ● controller pak ● Issue 16 ● MK

Good in spells, but flawed and disappointing at length. Feels realistic but is too dull, too often.

TOP TIP *To access the secret planes, go to the Title Screen and press Left-C, Bottom-C, Right-C, Top-C, Left-C, Right-C and Down-C.*

AERO GAUGE

10%

ASCII ● £55 ● 1/2 players ● rumble pak ● controller pak ● Issue 17 ● MK

A real stinker of a *Wipeout* clone with pop-up, cheating opponents and terrible controls.

TOP TIP *Here's one you won't forget in a hurry: don't ever buy this game.*

ALL-STAR BASEBALL

84%

Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 22 ● TW

A meticulously put together baseball sim, with hi-res graphics and ultra-detailed gameplay.

TOP TIP *Try entering the following cheat codes: ATEMYBUIK • BRKNBATS • GRTBLSFDST • BBNSTRDS • PRPPAPLYR*

ALL-STAR BASEBALL 2000

68%

Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 28 ● MG

More of the same for hardcore baseball fans. Not much of an update really, but still quite impressive.

TOP TIP *When pitching in arcade mode, press and hold Bottom-C and A to throw a deadly and hittable fastball*

ALL STAR TENNIS

68%

Ubi Soft ● £40 ● 1-4 players ● on cart ● Issue 25 ● MK

Schizophrenic tennis game that can't decide whether it wants to be sim or arcade.

TOP TIP *When serving, push the stick towards your opponents and aim for the centre line to produce an unreturnable power ace.*

AUTOMOBILI LAMBORGHINI

67%

Titus ● £20 ● 1-4 players ● rumble pak ● controller pak ● Issue 10 ● TW

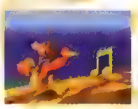
Not bad, just competent.

TOP TIP *Beat every different game mode to access the four hidden cars. Rock and, moreover, roll.*

BANJO-KAZOOIE

92%

Nintendo/Rare ● £50 ● 1 player ● rumble pak ● on cart ● Issue 18 ● JA



Rare's mastery is once again demonstrated in this vast, stunningly beautiful *Mario*-alike.

TOP TIP *After you've drained the sandcastle in TTC, return to Banjo's house and look up at the picture of Bottles to play a puzzle game.*

BATTLETANX

74%

3DO ● £40 ● 1-4 Players ● rumble pak ● controller pak ● Issue 26 ● TW

Strangely compulsive multiplayer tank blaster.

TOP TIP *Enter WMNRSMRTR as your password to access the excellent Storm Ravens female gang in multiplayer.*

BEETLE ADVENTURE RACING

81%

EA ● £40 ● 1-4 players ● rumble pak ● controller Pak ● Issue 27 ● MK

Enjoyable American-style racer with squillions of shortcuts and stacks of detail.

TOP TIP *Cheat Mode: In championship, drive through the barn on Coventry Cove. Hit the box inside the haystack and finish the track.*

BIO FREAKS

76%

GT ● £40 ● 1/2 players ● rumble pak ● on cart ● Issue 20 ● JA

Arm-ripping beat-'em-up with excellent graphics, but a little bit shallow on the gameplay front.

TOP TIP *Disable blocking, and do nothing but shoot. • Hold Left on the D-pad and press Start to switch to first-person.*

BLAST CORPS

88%

Nintendo/Rare ● £20 ● 1 player ● on cart ● controller pak ● Issue 5 ● JS

One of the most original games on the N64, and one you're almost certain to enjoy.

TOP TIP *Re-enter a race after 'doing' it to race against your very own ghost.*

BODY HARVEST

91% | Gremlin | £20 | 1 player | rumble pak | on cart | Issue 22 | TW

Brilliant shoot-'em-up with stacks of bug-bashing, tonnes of vehicles and huge worlds.

TOP TIP *Start a game with your name as ICHEAT. Press Left-C, A, Top-C, Down on the D-pad, Right-C, Right on the D-pad to fly.*

BOMBERMAN 64

50% | Hudson/Nintendo | £20 | 1-4 players | on cart | Issue 8 | ZN

Oh dear. The one-player mode is tedious and the multiplayer game has been completely ruined.

TOP TIP *Collect all 100 cards and complete the game to open up a whole new hidden world.*

BOMBERMAN HERO

66% | Nintendo | £40 | 1 player | rumble pak | on cart | Issue 21 | TW

Uninspiring 3D adventure, but compulsive at times. Up against *Banjo*, mind, it looks rubbish.

TOP TIP *Hold A, B and Z to open the Level Select menu. • Complete the hidden planet to enable the Gold Bomber mode.*

BUCK BUMBLE

70% | Ubi Soft | £50 | 1/2 players | rumble pak | controller pak | Issue 20 | JP

Dodgy graphics, unconvincing controls, but not the worst shoot-'em-up we've ever played.

TOP TIP *Infinite weapons: On the D-pad push Left, Right, Up and Down. Hold for two seconds. Then push Right, Right, Left and Left.*

BUST-A-MOVE 2

80% | Acclaim | £40 | 1/2 players | controller pak | Issue 17 | JA

One of the best puzzle games in the world, and certainly the finest so far on the N64.

TOP TIP *Press L, Up on the D-pad, R and Down on the D-pad on the title screen to open up Another World.*

BUST-A-MOVE 3

82% | Acclaim | £40 | 1-4 players | rumble pak | controller pak | Issue 24 | MK

Bust-a-Move as it's always been except for a simultaneous four-player mode. Recommended.

TOP TIP *If you've got a bubble that won't match up, dangle it amongst a group of others and save it to use as part of a combo later on.*

CASTLEVANIA

81% | Konami | £40 | 1 player | rumble pak | controller pak | Issue 27 | JB

Learn to live with the ropey camera and the 3D *Castlevania* delivers shocks aplenty. Spook!

TOP TIP *Spend over 30,000 gold pieces on goodies from Renon's shop and you get to fight him to the death.*

CENTRE COURT TENNIS

67% | Hudson | £40 | 1-4 players | rumble pak | controller pak | Issue [illegible] | TW

Not the tennis game we were hoping for. We still yearn for a 64-bit version of *Super Tennis*.

TOP TIP *Aim for the down-the-line smash as much as possible. The opponents just can't handle it.*

CHAMELEON TWIST

70% | Ocean | £40 | 1-4 players | [illegible] cart | Issue 10 | JD

Thrills and spills but it won't take you long to finish. The multiplayer game is okay, mind.

TOP TIP *If your life meter is low when you enter a room, save the game and exit. Reload and you'll be full of Chameleon-esque liveliness.*

CHAMELEON TWIST 2

55% | Sunsoft | £40 | 1 player | controller pak | rumble pak | Issue 26 | MG

Unimaginative, short-lived platform dross. With no multiplayer it'll last you all of two hours.

TOP TIP *Look out for the little parachute that comes out of the chameleon's backpack. It's so cute...*

CHARLIE BLAST'S TERRITORY

52% | Kemco | £35 | 1-4 Players | rumble pak | Issue 30 | MG

Creaky old Amiga game, *Bombuzal*, given a most basic tarting up with dodgy 3D graphics.

TOP TIP *Try this password: 6 of Clubs, King of Hearts, 10 of Hearts, Ace of Clubs, 3 of Spades.*

CHOPPER ATTACK

81% | GT | £50 | 1 player | rumble pak | [illegible] cart | Issue 20 | JP

A simple yet engrossing helicopter shoot-'em-up, very much in the *Desert Strike* tradition. Top!

TOP TIP *On the 'press start' screen, press Top-C seven times to access the hidden Level Select option.*

CLAYFIGHTER 63⅓

24% | Interplay | £20 | 1/2 players | on cart | Issue 9 | JB

As painful as a game where you have red hot needles shoved into your eyes. Very, very hard.

TOP TIP *Breaking the cart open reveals several chips of varying thickness. Stack them together to prop up wobbly chairs, etc.*

CRUIS'N USA

24% | Nintendo | £20 | 1 player | rumble pak | on cart | Issue 13 | TW

Dump. Less about driving, more a rule book on how to cock-up console games.

TOP TIP *After entering your initials, push down and scroll to the conveyor belt. Hold Left on the D-pad and a severed head will roll by.*

CRUIS'N WORLD

38% | Nintendo/Midway | £20 | 1-4 players | rumble pak | on cart | Issue 20 | TW

Why Nintendo put their name to this appalling sequel is a mystery of Area 51 proportions.

TOP TIP *To pass the other cars easily, tap A twice to do a wheelie and they'll all get out of the way. Fun or what?*

DARK RIFT

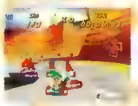
69% | Vic Tokai | £20 | 1/2 players | on cart | Issue 9 | JD

Uninspiring special moves and similar characters. Nicely animated but, ultimately, really rather dull.

TOP TIP *Enter this code at the title screen to play as the game's two secret bosses: A, B, R, L, Bottom-C and Top-C.*

DIDDY KONG RACING

90% | Nintendo/Rare | £40 | 1-4 players | rumble pak | on cart | Issue 10 | JA



A massive adventure mode and three different vehicles. Not quite as good as *MK* though.

TOP TIP *For a fast start, wait for the 'Get Ready' sign, then press the accelerator after it disappears and just before 'Go!'.*

DOOM 64

77% | GT | £25 | 1 player | controller pak | Issue 7 | JA

Solid and workman-like but, up against *Turok* and *GoldenEye*, it looks dreadfully old hat.

TOP TIP *At the password screen enter 7TJL BDFW BFGV JVVB for a complete cheat menu. • Tips in Issues 3 & 7.*

DUAL HEROES

50% | Bitwave/Hudson | £30 | 1/2 players | controller pak | Issue 17 | MK

Stashed full of innovative features, this is sadly ruined by some terrible AI. Shame, that.

TOP TIP *To beat the CPU in an open arena, use Z to run around him at the edge of the platform, confusing him into falling off.*

DUKE NUKEM 64

85% | GT | £25 | 1-4 players | rumble pak | controller pak | Issue 10 | TW

A commendably violent and vastly enjoyable conversion. A brilliant multiplayer game as well.

TOP TIP *At the main menu, press Left, Left, L, L, Right, Right, Left, Left (using the D-pad and shoulder button) to enable the cheat menu.*

OFFICE FAVES

The sun might be shining outside but our sweaty palms are still glued to N64 controller pads at lunch times. And here's what we've been playing:

PUZZLER

Fancy taxing some of that old grey matter? You can't go far wrong with these.

1 BUST-A-MOVE 3

2 PUYO PUYO SUN

3 SUSUME!

4 WETRIX

5 TETRISPHERE

DUKE NUKEM ZERO HOUR

90%

GT ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 28 ● MG

A new third-person view, but the same great gameplay. Not perfect, but when it's good, it's *very* good.

TOP TIP *Decapitate the fire hydrants and partake of the sweet, nutritious water contained therein. Very nice indeed.*

EXTREME G

87%

Acclaim ● £30 ● 1-4 players ● rumble pak ● controller pak ● Issue 9 ● TW

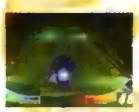
Impressive in its day with face-melting speed and beautiful tracks but somewhat displaced now.

TOP TIP *Enter your name as RA50 and quit a race – you'll finish in whatever position you were in when you selected quit.*

EXTREME G2 (XG2)

85%

Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 23 ● JB



XG2 is considerably easier to play, better to look at, and sports a vastly improved multiplayer.

TOP TIP *You've only got three nitros per race. Make sure you use them on long straights or you'll career off the track. Ohyesyouwill.*

F1 POLE POSITION

71%

Ubi Soft ■ £25 ■ 1 player ■ controller pak ■ Issue 7 ● JD

Good fun in places, but obvious flaws include horrendous pop-up and stop-dead banks.

TOP TIP *Set your fuel level to a mere 10% before ■ Grand Prix and you'll find that you're super fast and you never run out of petrol.*

F1 WORLD GP

93%

Nintendo/Paradigm ● £30 ● 1/2 players ● rumble pak ● on cart ● Issue 20 ● JA

Astonishingly realistic, visually stunning racing sim that really shows off the N64's power.

TOP TIP *Select exhibition and change D. Williams' last name to Vacation to access the hot and fast Hawaii circuit.*

FIFA 64

39%

EA ■ £25 ■ 1-4 players ■ controller pak ■ Issue 8 ● TW

How in the wide, wide world of sport was this made legal? Like a rash. Only not as enjoyable.

TOP TIP *Remember, only tap ■ shoot button once. The delay is terrible but you will eventually produce something.*

FIFA '98

83%

EA ■ £20 ■ 1-4 players ■ controller pak ■ Issue 10 ■ TW

Banishing the memory of *FIFA 64*, there's plenty of promise here. Not perfect, but better.

TOP TIP *Try using the lob (Top-C) to seek out players in front of you. It's safer than the ground-level pass.*

FIFA '99

83%

EA ■ £40 ■ 1-4 players ● controller pak ■ rumble pak ■ Issue 25 ● TW

The best FIFA game yet. *FIFA 99* actually plays a solid game of footie. It's no *ISS '98* though.

TOP TIP *As with every FIFA game don't forget ■ it may take several minutes before your button presses are registered on screen.*

FIGHTERS DESTINY

86%

Ocean ● £50 ● 1/2 players ● rumble pak ● controller pak ● Issue 13 ● JB

Gorgeous animation, likeable characters and a clever Master Challenge. In a very real sense our *Tekken*.

TOP TIP *Enter the Master Challenge with any character, beat everyone, and you'll be able to select the Master as a playable character.*

FLYING DRAGON

73%

Interplay ■ £40 ■ 1/2 players ■ controller pak ■ rumble pak ■ Issue 27 ■ TW

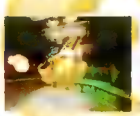
The game formerly known as *Art of Fighting Twin* comes to the UK, and proves to be fairly enjoyable but instantly forgettable.

TOP TIP *To be ■ play as the oddly-named Bokuchin, all you need ■ do is beat him in a normal fight. Simple.*

FORSAKEN

87%

Acclaim ● £50 ● 1-4 players ● rumble pak ● controller pak ● Issue 16 ● MK



A fabulous *Descent*-style shoot-'em-up with great lighting and visuals. Weak multiplayer, though.

TOP TIP *At the Press Start screen enter A, R, Z, Up on the D-pad, Top-C, Bottom-C, Bottom-C. • Guide in N64/17.*

F-ZERO X

91%

Nintendo ● £40 ● 1-4 players ● rumble pak ● on cart ● Issue 22 ● JP

The fastest racer on earth, and one of the most exhilarating four-player games you can buy.

TOP TIP *Complete all four cups on all four difficulty levels to access the 5th, secret cup: a completely random track generator.*

GASP!!

47%

Konami ■ £50 ● 1/2 players ■ rumble pak ■ controller pak ■ Issue 22 ● TW

A stinky old fighter, sneaked out quietly. We sprang out and punched it in the face.

TOP TIP *Beat the game ■ come face-to-face with the two terrifying boss characters: the Sumo and the Werewolf. Exciting? Yeeeno.*

GEX 64 Enter the Gecko

59%

GT ■ £50 ● 1 player ■ rumble pak ■ controller pak ■ Issue 21 ■ JP

This rough-around-the-edges 3D platformer isn't so much dreadful as painfully average.

TOP TIP *[illegible] about this: Mario 64. Banjo. Mystical Ninja. Aaaand goodnight.*

GLOVER

83%

Hasbro ● £50 ● 1 player ■ rumble pak ■ on cart ■ Issue 21 ● MK

An inspired, superbly odd idea turns out to be a stonking, but hard, 3D adventure.

TOP TIP *Pause the game and press Left-C, Right-C, Left-C, Right-C, Left-C, Right-C, Left-C and Right-C for ■ Fisheye lens.*

GOEMON 2

69%

Konami ■ £40 ■ 1/2 player ● rumble pak ■ on cart ■ Issue 29 ■ JB

After the excellent *Mystical Ninja* 3D adventure, Goemon steps back to the days of the SNES for this average 2D platform romp. Disappointing.

TOP TIP *Keep the analogue stick pressed diagonally up at 45° ■ get the maximum distance when swinging on the poles.*

GOLDENEYE 007

94%

Nintendo/Rare ● £50 ● 1-4 players ● rumble pak ● on cart ● Issue 9 ● TW

Brilliant levels, and scenery and a perfectly judged difficulty curve. About as good as it gets.

TOP TIP *We've had tips and tricks for this game in just about every issue since it was released. Check out N64/12 and 14 in particular.*

GT 64

67%

Ocean ■ £50 ■ 1/2 players ■ rumble pak ■ controller pak ■ Issue 17 ■ TW

Handles well, but it's slow, ugly and there's far too much pop-up. Not what we were hoping for.

TOP TIP *Win the championship on Easy mode to get the mirror tracks. ■ Win the championship on ■ laps-per-race ■ get [illegible] track.*

HEXEN

69%

Midway ● £30 ■ 1-4 players ■ controller pak ● Issue 5 ■ JD

Fun in a retro kind of way but, in the light of *GoldenEye*, hard to recommend.

TOP TIP *Cheat menu: Pause and press Top-C, Bottom-C, Left-C, Right-C. ■ Invincibility: Left-C, Right-C and Bottom-C.*

HOLY MAGIC CENTURY

71%

Konami • £50 • 1 player • controller pak • Issue 23 • MG

RPG which could have been better but for the tedious random battles and Americanised plot.

TOP TIP *If you get caught in a random battle between towns – and you will – then just leg it at the earliest opportunity.*

IGGY'S RECKIN' BALLS

56%

Acclaim • £40 • 1-4 players • rumble pak • controller pak • Issue 19 • MK

Push left or right and watch the CPU opponents win every time. As dull as Chris Tarrant.

TOP TIP *Wearing dark glasses is clinically proven to reduce the risk of vomiting at the sight of Iggy's rat-faced grin.*

ISS 64

92%

Konami • £30 • 1-4 players • controller pak • Issue 3 • TW

An almost flawless game which could only have been bettered with the addition of real teams.

TOP TIP *For the super teams: At the title screen hold Z and press Up, L, Up, L, Down, L, Down, L, Left, R, Right, R, Left, R, Right, R, B, A. Release Z and press Start.*

ISS '98

92%

Konami • £40 • 1-4 players • controller pak • Issue 20 • MK

Enhanced and updated and now more than ever, the finest football game in the world.

TOP TIP *Bonus teams: At the Start screen press Up, Top-C, Up, Top-C, Down, Bottom-C, Down, Bottom-C, Left, Left-C, Right, Right-C, Left, Left-C, Right, Right-C, B, A, hold Z and Start.*

KILLER INSTINCT

62%

Nintendo/Rare • £20 • 1/2 players • controller pak • Issue 3 • MH

Great in its time but who wants a 2D beat-'em-up in the light of *Tekken* and even *MK4*?

TOP TIP *To access the extra options during the character bio screens in the intro press Z, B, A, L, A, Z in sequence.*

KNIFE EDGE

42%

Nintendo • £30 • 1/4 players • on Cart • rumble pak • Issue 24 • JA

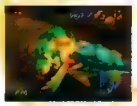
A light gun game on a machine that doesn't have a light gun. Dull.

TOP TIP *Remember! Use the C-buttons to move from side to side. Especially useful when you come up against the Giant Sock.*

LEGEND OF ZELDA

98%

Nintendo • £50 • 1 player • rumble pak • on cart • Issue 24 • JB



Simply the greatest game ever created. Utterly amazing. If you get just one game, it *must* be this.

TOP TIP *Check out N64/24 for a guide on how to complete the first dungeon, and N64/25 and 26 for more details.*

LODE RUNNER 3D

70%

Infogrames • £40 • 1 player • on cart • rumble pak • Issue 29 • JB

This is the latest in a long line of retro puzzlers with gameplay unchanged since the days of the Commodore 64. There's plenty of it too.

TOP TIP *Unlock all levels: Pause, hold Z, and press R, B, A, B, A, Top-C, Bottom-C, Left-C, Right-C, Top-C, Bottom-C, Left-C, Right-C.*

LYLAT WARS

91%

Nintendo • £30 • 1-4 players • rumble pak • on cart • Issue 8 • JN

Not as perfect as it could've been (it needed a level select) but another tour-de-force for Shigsy.

TOP TIP *Achieve gold medals on all levels for the four-player Tank and Expert modes. • Guides in N64/8 and 9 and DGG + no. 2.*

MACE: The Dark Age

81%

GT • £31 • 1/2 players • on cart • Issue 9 • JB

A highly competent fighter that'll tide you over 'til Capcom arrive on the scene.

TOP TIP *Highlight Ragnar, Dregan and Koyasha and press start on each one. Pick your fighter and he'll be wearing giant fluffy slippers.*

MADDEN 64

92%

EA • £40 • 1-4 players • rumble pak • controller pak • Issue 10 • TT

The first 64-bit outing for the Madden series is a great success but it looks a bit dated compared to *NFL 99*.

TOP TIP *At the create player screen, type AT(space)Madden to get the All-Time Madden super team.*

MADDEN NFL '99

88%

EA • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 23 • MK

This hi-res version plays just as well and also has a play editor, a practice mode and lots of new options.

TOP TIP *Enter these codes to access hidden teams: THROWBACK, HAMMERHEAD, WELCOMEBACK, INTHEGAME, GEARGUYS.*

MARIO KART 64

91%

Nintendo • £30 • 1-4 players • controller pak • on cart • Issue 4 • JD

A fab multiplayer and you'll still be racing the one-player tracks long after you've beaten them.

TOP TIP *At the start of the race, time your acceleration burst just before the light turns green to get a rocket start.*

MARIO PARTY

85%

Hudson • £40 • 1-4 players • rumble pak • on cart • Issue 27 • JN

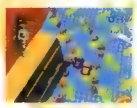
Book an evening off, get some friends together and you'll have the most outrageous fun. Yup.

TOP TIP *Try not to land on Bowser's square, as bad things will happen to you.*

MICRO MACHINES 64 TURBO

86%

Codemasters • £40 • 1-8 players • rumble pak • controller pak • Issue 25 • JB



Classic multiplayer action for up to eight miniature racing fans sharing four contollers.

TOP TIP *Don't take the shortcuts. Try to veer off the track and you blow up.*

MILO'S ASTRO LANES

38%

Interplay • £40 • 1-4 players • rumble pak • cart • Issue 26 • TW

'Stunningly dull'. Give it a miss.

TOP TIP *Barbiturates are a quicker and less expensive method of ending it all.*

MISCHIEF MAKERS

90%

Nintendo/Treasure • £40 • 1 player • on cart • Issue 8 • JB

It's retro but it's totally rewarding. A perfect example of how to do 2D on the N64.

TOP TIP *Check out our extensive guide in N64/12. You won't regret it. Nosiree.*

MISSION: IMPOSSIBLE

75%

Infogrames • £40 • 1 player • rumble pak • on cart • Issue 19 • TW

After the wait, *Mission*'s let down badly by horrendous AI, a clunky engine and bad controls.

TOP TIP *Remember to continuously access your objectives as they can change without prior warning. Official book with N64/21.*

MK MYTHOLOGIES

9%

GT • £Too much • 1 player • rumble pak • controller pak • Issue 11 • JD

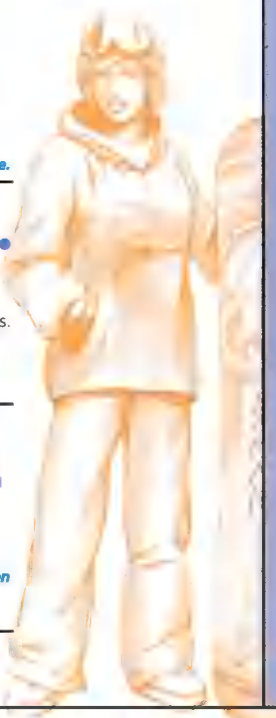
This could only be less enjoyable if it squirted sulphuric acid into your face.

TOP TIP *Creep along in that spider fashion and then SUDDENLY GET CRUSHED BY A PILLAR. Then place your fist into the TV screen.*

TOP OF THE FLOPS

If you see any of this lot coming towards you, run for your life. It's the games you can't even give away.

1. MK MYTHOLOGIES 9%
2. JEOPARDY 9%
3. AERO GAUGE 10%
4. PACHINKO WORLD 12%
5. SUPERMAN 14%



JUD'S FAVES

Being a bit of a 'boarder himself, it was no surprise to see 1080° at the top of Jud's top five. He's better at the real thing, though. Well, at least we hope so.

MONACO GRAND PRIX

87% | Ubi Soft ● £40 ● 1/2 players ● rumble Pak ● controller pak ● Issue 27 ● JB

Not as deep or complex as Paradigm's *F1 WGP*, but a tyre-squealingly good game all the same.

TOP TIP *Remember to use your brakes on the corners!*

MORTAL KOMBAT 4

84% | GT ■ £45 ■ 1/2 players ● rumble pak ■ controller pak ■ Issue 20 ■ JP

The best version of *MK* yet.

TOP TIP *On the options screen, highlight continue and hold run and block for about 10 seconds to get the cheats menu.*

MORTAL KOMBAT TRILOGY

34% | GT ■ £40 ■ 1/2 players ■ rumble pak ● controller pak ■ Issue 1 ■ TW

This is really poor. A wealth of options, cheats, extras and finishing moves can't save it.

TOP TIP *Beat 8-Player Kombat and you'll be able to select Shoa Kahn's Lost Treasures, including bonus games of Galaga and Pong.*

MULTI RACING CHAMPIONSHIP

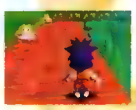
71% | Ocean/Imagineer ■ £30 ■ 1/2 players ■ controller pak ■ Issue 1 ■ JD

The conversion job has done it no favours. 'Gritty' graphics and it's also far too easy.

TOP TIP *Hidden cars without beating them: Select one of the closed garages in vs mode, exit, and choose a one-player game.*

MYSTICAL NINJA

90% | Konami ● £50 ● 1 players ● controller pak ● Issue 14 ● TW



With plenty to do, this sprawling, enjoyable adventure trys really hard to square up to *Mario*.

TOP TIP *Check out the review in N64/14 and a complete walkthrough of the game in N64/15 and 16.*

NAGANO WINTER OLYMPICS

32% | Konami ■ £45 ■ 1-4 players ■ rumble pak ■ controller pak ■ Issue 12 ● JD

Luge, bobsleigh, halfpipe, *curling*, they're all here and they're all extremely boring.

TOP TIP *To succeed at Luge, press the Left and Right shoulder buttons occasionally until you reach the end. Quite literally, crap.*

NASCAR '99

59% | EA ■ £40 ■ 1/2 players ■ rumble pak ■ controller pak ■ Issue 23 ■ MG

A tedious slog round a succession of oval tracks. Kind of like spinning round on a swivel chair.

TOP TIP *When you get bored of driving round in circles, go to bed.*

NBA COURTSIDE

90% | Nintendo ● £20 ● 1-4 players ● rumble pak ● controller pak on cart ● Issue 18 ● MK

Fluid gameplay, sharp graphics and a simple control system make this the best basketball game ever.

TOP TIP *Hold L while selecting a pre-season game to access the three secret teams.* • *See Tips Extra N64/18.*

NBA HANGTIME

52% | GT ● £25 ■ 1-4 players ■ on cart ■ Issue 6 ● JS

The problem here is that two-on-two basketball gets very boring, very quickly.

TOP TIP *Try these matchup codes: 025, 111, 120, 273, 284, 461, 552, 802.* • *To duplicate star players, use 0000 as your pin.*

NBA JAM '99

83% | Acclaim ■ £40 ● 1-4 players ■ rumble pak ■ controller pak ● Issue 24 ■ MG

Not *quite* up to the standard of *NBA Courtside*, *Jam* is nevertheless good value.

TOP TIP *Use Left-C to produce 'alley-oops' when an opponent tries to slam dunk. This, for those unsure, slaps the ball out of play.*

NBA LIVE '99

64% | EA ■ £40 ■ 1-4 players ■ rumble pak ■ controller pak ■ Issue 24 ■ JB

Lacking *Courtside*'s moves and *Jam*'s sense of humour, *Live* is the poor man's basketball game.

TOP TIP *Press R during play and C-button icons appear above your nearest players, tying each of your team to one of the yellows.*

NBA PRO '98

71% | Konami ■ £40 ■ 1-4 players ■ rumble pak ■ controller pak ■ Issue 14 ■ JP

An enjoyable multiplayer game and lots of options. Good, but hardly brilliant.

TOP TIP *To improve your chances of landing free throws, simply tap Up on the controller a few times. It really is that easy.*

NHL PRO '99

52% | Konami ■ £40 ■ 1-4 players ■ controller pak ■ Issue 27 ■ JP

An above average slice of ice-based puck-hitting, yes, but one that can't compete with the *Wayne Gretzky* series.

TOP TIP *Three pointers are astonishingly rare, so attempt to shoot from inside the D as often as possible.*

NBA PRO '99

52% | Konami ■ £40 ■ 1-4 players ■ controller pak ■ Issue 27 ■ JP

Konami ill-advisedly take a break from *ISS* brilliance to tackle basketball. The results are painfully average.

TOP TIP *Should you have £40 to spend on a basketball game, buy Kobe Bryant in NBA Courtside instead, eh?*

NFL BLITZ

87% | GT ● £45 ● 1/2 players ● rumble pak ● controller pak ● Issue 22 ● MK

Arcade-style American football. Fast play with plenty of scraps and a customisable Editor.

TOP TIP *At the Matchup screen, tap in 2-0-3-Right for Big Head mode, while 4-0-4-Left gives you extra speed when you play.*

NFL QUARTERBACK CLUB '98

86% | Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 10 ● TT

It's got the crucial NFL licence but doesn't quite manage to displace *Madden*. More for the purists.

TOP TIP *Check out our comprehensive five-page guide to Yank-thrashing in N64/12.* • *Full list of cheats in N64/19.*

NFL QUARTERBACK CLUB '99

90% | Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 23 ● MK

Incredibly realistic American footie sim featuring the best motion-captured animation ever seen.

TOP TIP *To turn the players into wobble bellied gutlords, enter the code MRSHMLLW. For constant injuries enter HSPTL.*

NHL '99

74% | EA ● £50 ■ 1-4 players ■ rumble pak ■ controller pak ■ Issue 22 ■ JP

Good but not great. Buy *Wayne Gretzky* instead.

TOP TIP *Try these codes: BIGBIG (big players), FAST (speed up), BRAINY (big heads), FREEEA (bonus teams).*

NHL BREAKAWAY

62% | Acclaim ■ £40 ■ 1-4 players ■ rumble pak ■ on cart ■ Issue 14 ■ DM

Little excitement, nothing original. Nothing here that that hasn't been done better in *Gretzky*.

TOP TIP *Want to enable the cheat menu? Here's how: On the title screen press Left-C, Right-C, Left-C, Right-C, R, R.*

NHL BREAKAWAY '99

64% | Acclaim ■ £40 ■ 1-4 players ■ rumble pak ■ controller pak ■ Issue 24 ● JB

Mildly diverting hockey sim that never comes close to challenging *Wayne Gretzky*.

TOP TIP *Catch those magic replay moments by zooming in on an individual player with the D-pad.*

OLYMPIC HOCKEY

60% | GT ■ £25 ● 1-4 players ■ controller pak ■ Issue 15 ■ MK

Cheap, cynical cash-in on an event that generates only total indifference in the UK.

TOP TIP *Check out N64/5 for loads of tips for the original Wayne Gretzky's 3D Hockey which also apply to this unsubtle con trick.*

PENNY RACERS

58% 1

T•HQ • £40 • 1-4 players • controller pak • rumble pak
Issue 25 • MK

The slowest, boringest racer ever. Even when it begins to speed up. Dump.

TOP TIP *Take your £40 down to HMV and steer clear of this tripe.*

PILOTWINGS 64

89% 5

Nintendo • £20 •
1 player • on cart •
Issue 1 • TW

A supreme example of how to harness the N64's immense potential. Absolutely stunning visuals.

TOP TIP *The 4 Birdman Stars are hidden in New York's park, inside Arctic Island's waterfall, in a cave on Crescent Island and on the bridge-shaped rock on Holiday island.*

PREMIER MANAGER 64

82% 4

Gremlin • £40 •
1 player • on cart •
Issue 31 • TW

By no means perfect, with some inexcusable omissions, but at times it's compelling and as the N64's only footie management sim, we have to recommend it.

TOP TIP *Remember to re-adjust your squad every time you play. Unfortunately PM64 takes it upon itself to rearrange things when you back's turned.*

QUAKE 64

79% 3

GT • £25 • 1/2 players •
rumble pak • controller pak •
Issue 15 • JP

Tidy new light sourcing, polygonal monsters, a lame two-player deathmatch and lots of blood.

TOP TIP *Debug mode: Select 'Load Game' and do not use a memory pak. Fill the password entry box with little 'Q' symbols.*

RAKUGA KIDS

80% 4

Konami • £40 • 1/2 players •
rumble pak • on cart •
Issue 27 • MK

The most adorable characters in the world scrap it out in this 2D graffiti-'em-up.

TOP TIP *If you press R and then press Forward or Away from your opponent, your character will produce his or her Magic Move.*

RAMPAGE WORLD TOUR

54% 1

GT • £45 •
1-3 players • controller pak •
Issue 16 • MK

This conversion of the age-old arcade classic is fun but, ultimately, it's expensive and limited.

TOP TIP *Find a Scum Lab facility, eat the toxic waste barrels and you will be transformed into the mighty Vern for the rest of the stage.*

RAMPAGE 2 UNIVERSAL TOUR

22% 0

Midway • £40 •
1-3 players • controller pak •
Issue 16 • MK

Utterly rancid arcade yawn-fest. One of the most tedious games you could possibly waste your money on.

TOPTIP *To get all the characters enter N0T3T at the password screen.*

ROBOTRON 64

75% 2

GT • £50 • 1/2 players •
controller pak •
Issue 12 • JN

An entertaining update of the classic arcade shoot-'em-up, but more than a little repetitive.

TOP TIP *At the Setup menu press Down, Up, Left-C, Down, Left-C, Right-C, Down, Right-C to get a handy level select option.*

ROGUE SQUADRON

85% 4

Lucas Arts • £50 • 1 player •
cart • rumble pak •
expansion pak • Issue 25 • TW

Rattlingly good Star Wars combat flight game, with incredibly effective 3D sound and great graphics.

TOP TIP *Type in IGIVEUP to obtain a handy amount of lives. An infinite amount!*

RUSH 2 Extreme Racing USA

73% 4

GT • £40 • 1/2 players •
rumble pak • controller pak •
Issue 24 • TW

You'll either love it to death or hate it with a passion. Better handling and lots of secrets.

TOP TIP *Go to the Set Up menu and press L, R, Z and all four C-buttons. Hold L, R and Z and press the C-buttons to activate the cheats.*

SAN FRANCISCO RUSH

82% 3

GT • £25 • 1/2 players •
rumble pak • controller pak •
Issue 11 • TW

Gravity-defying leaps, rattling top speeds, mid-air multi-car pile-ups and tonnes of explosions.

TOP TIP *To turn your car into a mine, press Right-C Right-C, Z, Bottom-C, Top-C, Z, Left-C, Left-C on the car select screen.*

SCARS

79% 3

Ubi Soft • £40 •
1-4 players • rumble pak •
controller pak • Issue 23 • MK

Kind of like a futuristic version of *Mario Kart* but there are several better alternatives out there.

TOP TIP *When you have a multiple weapon, fire the last two or three at low-power, and hold the trigger down to charge up the last shot.*

SHADOWGATE 64

43% 2

Kemco • £40 •
1 player • controller pak •
rumble pak • Issue 31 • JB

After months of anticipation, *Shadowgate* emerges as an old-school RPG that'll see you drifting into a deep slumber after about 20 minutes of play. Avoid.

TOP TIP *To defeat Belezar, put the dragon eye on the fake Staff of Ages. To defeat the Warlock Lord, put the Staff of Ages and the ring in the hands of the statue of Lord Jair.*

SHADOWS OF THE EMPIRE

78% 3

Nintendo/LucasArts • £40 •
1 player • on cart •
Issue 1 • JA

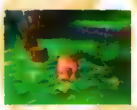
Fab snowspeeder and space battles are ultimately let down by some lacklustre *Doom*-style bits.

TOP TIP
- *Challenge points guide in issues 2 and 3.*
- *Ultimate cheat in issue 17.*
- *Double Game Guide + with issue 18.*

SILICON VALLEY

91% 5

Take 2 • £50 •
1 player • on cart •
Issue 22 • MK



The most original console game ever. A breathtakingly clever and supremely playable platformer.

TOP TIP *On the 'monkey swinging' section on Jungle Doldrums, push Jump twice and you get extra distance on your leap. Handy!*

SOUTH PARK

73% 4

Acclaim • £40 • 1-4 players •
rumble pak • Controller pak •
expansion pak • Issue 25 • JA

Monotonous and basic first person shooter.

TOP TIP *Here's one for all your South Park fans. Enter BOBBYBIRD as your password to unlock absolutely everything.*

SNOWBOARD KIDS

86% 5

Nintendo/Atlus • £30 •
1-4 players • rumble pak •
controller pak • Issue 14 • JA

Mario Kart on ice. Technically a little ragged but still great fun. Check out the multiplayer!

TOP TIP *On a long straight, hold jump for about five seconds to get a speed boost (your character will say 'yeah' if it's worked).*

STARSHOT Space Circus Fever

68% 2

Infogrames • £40 • 1 player •
rumble pak • on cart •
Issue 22 • JP

A 3D platformer that's been pre-dated by *Banjo*.

TOP TIP *Warp mode: Pause and select 'Continue Level'. Press Top-C, Bottom-C, go to New Game, press Top-C, Bottom-C, go to Options, press Right-C and then A.*

STAR WARS EPISODE 1: RACER

88% 5

Nintendo • £50 • rumble pak
1/2 players • expansion pak
• on cart • Issue 30 • MK

Blindingly fast future racer, with the kind of atmosphere you can only get in Star Wars games.

TOP TIP *Hold Z when selecting the Start Game option and you'll be treated to a cut scene showing your racer trading insults with the course favourite.*

SUPERMAN

14% 1

Titus • £40 • 1-4 players •
rumble pak • controller pak •
Issue 31 • TW

Fortunately games are rarely this dull. Staggeringly inept, *Superman* is virtually unplayable. DO NOT, repeat, DO NOT buy this.

TOP TIP *Level Select: After saving your game, hit reset, go to load game and when it asks you to put in the rumble pak, hold L + B for a few seconds and while holding them hit A.*

ANDREA'S EFFORTS

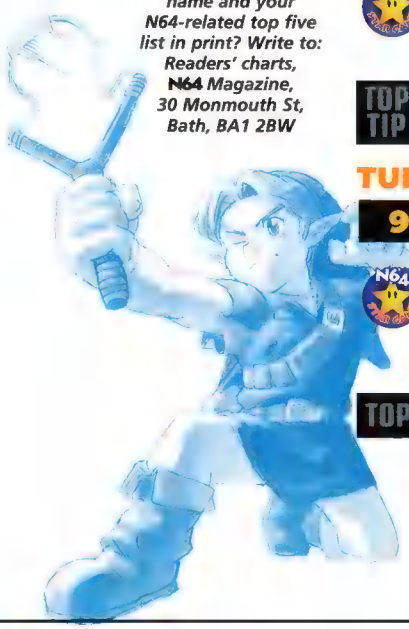
Andrea, then. She's no great gamer but top marks for effort. Here are the games Andrea's got past level one on.

READER'S CHART

John MacEvoy of Scunthorpe sent us his top five, a list of what he reckons are the most underrated games on the N64.

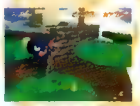
YOUR CHART HERE

Want to see your name and your N64-related top five list in print? Write to: Readers' charts, N64 Magazine, 30 Monmouth St, Bath, BA1 2BW



SUPER MARIO 64

96% | Nintendo ● £50 ● 1 player ● on cart ● Issue 1 ● ZN



Everything that's made previous *Mario* titles great, fleshed out into 3D. Second only to *Zelda*.

TOP TIP
- '20 most asked questions', N64/1, N64/2.
- Guides in N64/2, N64/3, N64/4, N64/5.
- Double Game Guide + no. 4 (N64/15).

TETRISPHERE

69% | Nintendo ● £20 ● 1/2 players ● controller pak ● Issue 13 ■ SJ

Confusing, complicated and frustrating.

TOP TIP *Type in the word VORTEX on the password screen, then press and hold the Reset button for A strange animated sequence.*

TOP GEAR RALLY

86% | Nintendo/Boss ● £40 ● 1/2 players ● controller pak ● Issue 8 ● JD

Some of the fastest, most realistic driving ever to grace a computer game. Well designed tracks.

TOP TIP *Complete game 'seasons' to earn (in order) the Milk Truck, Helmet Car and Ball Car.*
- Double Game Guided on N64/18.

TOP GEAR OVERDRIVE

79% | Nintendo ■ £45 ● 1/4 players ● rumble pak ■ expansion pak ● on cart ● Issue 24 ■ TW

Arcade-standard visuals adorn a racer that you so desperately want to love... but just can't.

TOP TIP *Complete the mirrored seasons to access the Taco, N, Nintendo Power and Hot Dog cars. Finish all seasons for the secret track.*

TUROK Dinosaur Hunter

91% | Acclaim ● £30 ● 1 player ● controller pak ● Issue 1 ● TW

Screen-filling dinosaurs, ludicrously bloody violence and some breathtaking weapons. Fantastic!

TOP TIP
- Type LKMBRD and use L and R to fly around the level. ■ Type NTHGTHDGDCRTDTRK for all cheats.

TUROK 2 Seeds of Evil

95% | Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 21 ● TW

A breathtaking follow-up to a superb original, with an eye-melting hi-res mode. Alongside *Zelda*, an essential purchase.

TOP TIP *Enter BEWAREOBLIVIONISATHAND for access to all the in-game cheats.*

TWISTED EDGE

60% | Nintendo ● £40 ■ 1/2 players rumble pak ● controller pak ● Issue 24 ■ TW

An amateur snowboarding outing. Just competent.

TOP TIP *Just after the word "Go" disappears, press Up twice. If done correctly you should get a jump start. Nicely!*

VIRTUAL POOL 64

77% | Interplay ● £40 ● 1/2 players ■ controller pak ● Issue 26 ● MG

Surprisingly playable pool sim.

TOP TIP *To make the computer miss, press R to switch to the overhead view and use the analogue stick to move the CPU's cue.*

VIGILANTE 8

74% | Activision ■ £40 ● 1/4 players controller pak ● expansion pak Issue 21 ■ JB

Average *Twisted Metal* clone, with a few nice touches and a few moments of utter tedium.

TOP TIP *Use the password JTBT7CFD1LRMGW to unlock all stages and vehicles. Try MAX_RESOLUTION to enable a hi-res mode.*

V-RALLY 99

90% | Infogrames ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 22 ● JA

Finally, the N64 gets an 'arcade' racer to compete with the PSX's best. Fast and furious, this is terrific.

TOP TIP *Score 100% in Arcade mode to get access to two sets of secret cars.*

WAIALAE COUNTRY CLUB GOLF

49% | Nintendo ■ £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 21 ■ TW

It's golf, but golf that looks like it's been through a meat processor.

TOP TIP *On any shot under about 150 yards, you only need to use a maximum of 3/4 of the power bar.*

WAR GODS

46% | GT ● £25 ■ 1/2 players ■ No backup ■ Issue 7 ● JB

Once you've sampled all the character's delights, and the silly moves, the novelty soon dissipates.

TOP TIP *To enable the cheat mode, press Right on the D-pad three times, A, A, B, B. You lucky, lucky people.*

WAVE RACE 64

90% | Nintendo ● £30 ● 1/2 players ● on cart ● Issue 2 ● ZN

Thoroughly realistic water effects and a scintillating two-player make this just as fun as *MK 64*.

TOP TIP *To race in the alternate colours, press up on the analogue while selecting your character.* • DGG + no. 3 with issue 14.

WAYNE GRETZKY'S 3D HOCKEY

75% | GT ● £25 ● 1-4 players ● controller pak ■ Issue 6 ● TW

For sheer whizz-bang, puck-zipping magic, *Gretzky* is hard to beat.

TOP TIP *Super teams: Go to Set-up then Options, hold L then: Right-C, Left-C, Left-C, Right-C, Left-C, Left-C, Right-C, Left-C and Left-C.*

WAYNE GRETZKY'S 3D HOCKEY '98

70% | GT ● £25 ■ 1-4 players ■ controller pak ■ Issue 15 ● MK

When all's done and dusted, is it really different enough to warrant buying? No.

TOP TIP *Issue 11 featured a guide to two-player excellence in the original Gretzky. It also applies to this sequel. And Olympic Hockey.*

WCW/NWO REVENGE

75% | T•HQ ■ £50 ● 1-4 players ■ rumble pak ● on cart ■ Issue 22 ■ MG

Plenty of new characters and faster gameplay, but nowhere near as good as *WWF Warzone*.

TOP TIP *During ■ match, press Z to make the computer take control for a while.*
- Tips in issues 23 and 24.

WCW vs NWO WORLD TOUR

70% | T•HQ ● £50 ■ 1-4 players ■ rumble pak ● controller pak ● Issue 12 ● TW

A perfectly acceptable, technically solid beat-'em-up. Not quite *Tekken*, though.

TOP TIP *Each character has two special moves, one for legs and one for heads. Hold A and wiggle the analogue.*

WETRIX

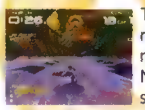
74% | Ocean ■ £30 ● 1/2 players ● controller pak ● Issue 15 ● JP

Reasonably priced take on the age-old *Tetris* theme, with water and mountains.

TOP TIP *Complete all 16 practice rounds to get a choice of groovy floor patterns.*
- Guide in issue 18.

WIPEOUT 64

88% | Midway ● £45 ● 1-4 players ● rumble pak ● on cart ● Issue 23 ● TW



The trendiest future racer around finds its natural home on the N64. Looks and sounds terrific.

TOP TIP *Using the airbrakes on gentle corners can flip your craft out of control, so save them for the tightest of turns.*

WORLD CUP '98

73% | EA ■ £40 ● 1/4 players ● Controller pak ■ Issue 16 ● JA

FIFA as *FIFA*'s always been. Competent, licence-led but sluggish, frustrating and now with semi-automatic tackling. Hmm.

TOP TIP *Win the World Cup – on any difficulty – for access to the Classic Match option. This allows you to replay past finals.*

WWF WARZONE

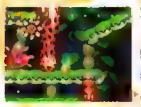
85% | Acclaim | £50 | 1-4 players | rumble pak | controller pak | Issue 19 | MK

A fantastic fat-fest with hi-res visuals, plenty of fighters, TV-chucking and a fab create-a-player mode.

TOP TIP *On the character biography screens, push down on the analogue to select the wrestlers alternative uniforms.*

YOSHI'S STORY

86% | Nintendo | £40 | 1 player | rumble pak | on cart | Issue 15 | TW



Surprisingly, a Nintendo game that lacks longevity. But it's amazing to play and beautiful too.

TOP TIP *White Yoshi (3-2): When you find poochie yapping at a red pipe you can't reach, go down the next red pipe and look for the '?'.*

Import releases
(not yet released in UK)

64 O-SUMO

90% | Bottom Up | 1/2 players | rumble pak | controller pak | Issue 11 | ME

Sumo it may be, but Bottom Up have turned Japanese wrestling into a fun-filled fat fest.

AIR BOARDER 64

62% | Human | 1/2 players | rumble pak | controller pak | Issue 16 | TW

Unusual and quirky but there are no proper objectives and no real challenge. Looks great, plays boringly.

A BUG'S LIFE

62% | Activision | 1 player | rumble pak | controller pak | Issue 31 | JB

A great movie. A basic, primitive platformer. No surprise there, then, eh?

AUGUSTA MASTERS '98

40% | T&E Soft | 1-4 players | rumble pak | controller pak | Issue 14 | JP

Your N64 could run this with the power off. A very poor conversion of a dated game design. Avoid at all costs.

BOMBERMAN B-DAMAN

23% | Hudson | 1 player | rumble pak | controller pak | cart | Issue 20 | JP

Cheap and nasty mixture of simplistic shooting games.

BOTTOM OF THE NINTH

44% | Konami | 1/2 players | controller pak | cart | Issue 30 | TW

Baseball with none of the hi-res majesty of Acclaim's *All Star* games. Truly unremarkable.

CHORO Q 64

56% | Takara | 1-4 players | rumble pak | controller pak | Issue 20 | MK

Painfully slow clockwork racer. A decent enough track designer, but a total lack of speed-based skills. Tedious.

DENRYU IRA IRA BOU

65% | Hudson | 1/2 players | Issue 12 | JN

Denryu is a console-based version of the game at fetes with the copper stick and wire. It's up to you.

DEZAEMON 3D

82% | Athena | 1-4 players | rumble pak | on cart | Issue 19 | MK

A complete shoot-'em-up development kit. Tricky, but fun.

DORAEMON

60% | Epoch | 1 players | controller pak | on cart | Issue 2 | TW

A slightly confusing and all-too-tedious *Mario* clone.

DORAEMON 2

52% | Epoch | 1 player | on cart | Issue 26 | JB

The world's favourite blue atomic cat returns in another brief, mildly diverting *Mario* clone for the younger player.

FAMISTA 64

68% | Namco | 1-4 players | controller pak | Issue 11 | TW

Not quite the Namco debut we were hoping for, but probably just about edges it as far as baseball games go.

FIGHTING FORCE

26% | Core/Crave | 1-2 players | controller pak | rumble pak | Issue 31 | JB

A shocking conversion of a rubbish PlayStation game. Don't waste your money.

FOX COLLEGE HOOPS

25% | Fox Interactive | 1/2 players | controller pak | rumble pak | Issue 21 | TW

A weeping canker sore of a basketball game. Even the Americans aren't stupid enough to buy this. Or are they?

GET A LOVE SAMBA LOVE UNIT

??% | Hudson | 1 player | on cart | rumble pak | Issue 26 | TW

Impenetrable Japanese girlfriend simulator. No, hang on, that came out all wrong. I feel all dirty now. Hwwwrrr...

GLORY OF ST. ANDREWS

58% | Seta | 1-4 players | on cart | Issue 1 | TW

The N64's finest golf game lacks any redeeming features whatsoever. A ropey graphical engine and dodgy controls.

GOLDEN NUGGET

52% | EA | 1-4 players | controller pak | rumble pak | Issue 23 | TW

A gambling sim but the only money you'll make is the £5 you'll get for it at your local games exchange.

HARVEST MOON 2

82% | Pack In Soft | 1 player | controller pak | Issue 28 | MB

Wonderful farming RPG, packed with features. Reams of Jap text though, so we'd advise you wait for the UK version this autumn.

JANGOU SIM MAH JONG 64

69% | Video System | 1 player | controller pak | Issue 7 | JD

The best mah jong game yet? Well, probably, but does it really matter? It'll fly off the shelves in *ker-razy* Japan.

J-LEAGUE DYNAMITE SOCCER

66% | Imagineer | 1-4 players | controller pak | Issue 8 | TW

What chance has a sprite game in a world with *ISS '98*? Incredibly basic but persevere and you may get some joy.

J-LEAGUE ELEVEN BEAT

52% | Hudson | 1/2 players | controller pak | Issue 10 | TW

Dynamite Soccer was an ugly but enjoyable fat-bloke footy game. *Eleven Beat* is plain ugly. One word: *ISS '98*.

J-LEAGUE PERFECT STRIKER

89% | Konami | 1-4 players | controller pak | Issue 1 | TW

Konami prove their footballing dominance with a magical soccer sim.

JEOPARDY!

9% | Take 2 | 1-3 players | controller pak | Issue 16 | MK

Less a game, more a vile disease.

JIKKYOU WORLD CUP '98

91% | Konami | 1-4 players | controller pak | Issue 18 | TW

ISS '98 in all but name, this Jap version boasts an official World Cup '98 licence.

KING OF PRO BASEBALL

68% | Imagineer | 1-4 players | on cart | Issue 1 | TW

The deformed players are funny for a bit but the slow runners and skilful CPU will eventually get you down.

KIRATTO KAIKETSU

60% | Imagineer | 1-4 players | controller pak | Issue 25 | TW

Complicated Japanese board game involving a team of detectives, battles, dice, and sub-games. Odd.

LEGEND OF THE RIVER KING

56% | Natsume | 1 player | on cart | rumble pak | Issue 26 | JB

One of those fishing RPGs the Japanese adore.

LET'S SMASH

67% | Hudson | 1-4 players | rumble pak | controller pak | Issue 23 | TW

Not the tennis game we were hoping for. Enjoyable for a while, but we still want a 64-bit version of *Super Tennis*.

MAGICAL TETRIS

59% | Capcom | 1/2 players | on cart | rumble pak | Issue 26 | JA

Quite why games developers think they can improve on *Tetris* is beyond comprehension.

MAH JONG 64

65% | Koei | 1-4 players | controller pak | Issue 3 | JD

If you've never played mah jong this would be a very tough way to learn, with its copious Japanese text.

MAH JONG MASTER

69% | Konami | 1-4 players | on cart | controller pak | Issue 1 | WO

More of a beginners guide than previous efforts.

MAJOR LEAGUE BASEBALL

74% | Nintendo | 1-4 players | rumble pak | Issue 11 | MK

Fast paced baseball action with players who must have fallen out of the ugly tree.

MARIO GOLF 64

90% | Nintendo | 1-4 players | on cart | rumble pak | GB pak | Issue 31 | MK

It might be golf, but Mazza and his mates are in it and we love it.

NIGHTMARE CREATURES

57% | Activision | 1 player | rumble pak | controller pak | Issue 25 | MK

Gory gothic slash-'em-up – a haze of unplayability clouds the control system like a gaseous mound of chuff.

READER'S CHART

George Davies from Southhampton is a big N64 games fan, and he's sent in his favourite games list for all to see.

1. GOLDENEYE
2. TUROK 2
3. 1080°
4. ROGUE SQUADRON
5. DIDDY KONG RACING

READER'S CHART

Justin Scott from Poole decided it was time to share his favourite N64 games with the world. And here they are:

1. EPISODE 1: RACER
2. ZELDA 64
3. TUROK 2
4. MARIO KART
5. GOLDENEYE

OFF ROAD CHALLENGE

21% — Midway ● 1/2 players ● rumble pak ● controller pak ● Issue 19 ● JA

Loathsome racer which graduated from the *Cruis'n USA* school of unplayability with first class honours.

PACHINKO WORLD 64

12% — Newia ● 1 player ● Issue 13 ● TW

Pachinko is like pinball without the skill. So dull, death seems enticing.

PIKACHU GENKI DECHU

75% — Nintendo ● 1 player ● rumble pak ● Issue 25 ● ME

With the new Voice Control headset, tell Pikachu to naff off. Good fun. If you're fluent in Japanese.

POCKET MONSTERS SNAP

80% — Nintendo ● 1 player ● rumble pak ● on cart ● Issue 29 ● MG

Innovative and unusual Pocket Monster tie-in involving a photo safari in the land of sweet furry creatures.

POWER LEAGUE 64

42% — Hudson ● 1/2 players ● controller pak ● Issue 1 ● JA

This effort from Hudson is tragically awful.

POWER PRO BASEBALL 4

54% — Konami ● 1/2 players ● controller pak ● Issue 3 ● TW

This went ballistic in Japan but we prefer *King of Pro*.

POWER PRO BASEBALL 5

78% — Konami ● 1-4 players ● controller pak ● Issue 17 ● MK

Strictly for fans of Japanese weirdness.

PUYO PUYO SUN 64

80% — Compile ● 1/2 players ● on cart ● Issue 10 ● ZN

You didn't buy your N64 to play this but it's still rollickingly good fun. So, if you're rich, try it on for size.

SIM CITY 2000

83% — Imagineer ● 1 player ● controller pak ● Issue 13 ● JP

Although it looks no different to the SNES version, this still plays as magnificently as ever.

SMASH BROS

90% — Nintendo ● 1-4 Players ● on cart ● rumble pak ● Issue 26 ● JB

Beautifully playable, totally original platform beat-'em-up, starring classic characters.

SNOWBOARD KIDS 2

80% — Atlus ● 1-4 Players ● controller pak ● rumble pak ● Issue 28 ● JA

Similar to the original, with improved stunts, but a little slow. If you don't love it, you'll hate it.

SNOW SPEEDER

71% — Imagineer ● 1/2 Players ● controller pak ● on cart ● rumble pak ● Issue 28 ● JA

Skiing and snowboarding in the same game sounds like a winning combo, but *Snow Speeder* lacks the spark.

STAR SOLDIER

62% — Hudson ● 1 player ● rumble pak ● on cart ● Issue 19 ● MK

Competent and enjoyable retro blaster, but a little on the easy side. Nice score attack mode, mind.

SUPER BOWLING

72% — Athena ● 1-4 players ● controller pak ● rumble pak ● Issue 30 ● MG

Rather good straight bowling action with plenty of cool little extras. PAL version soon, please!

SUPER ROBOT SPIRITS

58% — [illegible] ● 1/2 players ● rumble pak ● on cart ● Issue [illegible] ● MK

The Japanese love their anime robots, but they won't like this too much. A disappointing waste of a great license.

SUSUME! TAISEN PUZZLE DAMA

78% — Konami ● 1-4 players ● controller pak ● Issue [illegible] ● TW

Another *Puyo Puyo* game, but enjoyable all the same.

TAMAGOTCHI WORLD 64

79% — Bandai ● 1-4 players ● rumble pak ● controller pak ● Issue 12 ● JN

A 64-bit board game that's fun but goes on a bit, gets a tad samey and, obviously, guarantees minority audiences.

TETRIS 64

42% — Seta ● 1-4 players ● [illegible] cart ● Bio pak ● Issue 26 ● JA

Clip the bio pak's monitor to your ear and look like a plonker as you play another inferior *Tetris* clone.

TOKON ROAD

49% — Hudson ● 1-4 players ● Issue 12 ● DM

A tedious old wrestling sim.

TRIPLE PLAY 2000

50% — EA ● 1-4 players ● rumble pak ● controller pak ● Issue 29 ● MG

Inferior baseball game from the kings of inferior sports efforts. Will no doubt sell millions in the US of A.

TRUMP WORLD

21% — Bottom Up ● 1-4 players ● on cart ● Issue 21 ● MG

Slow, nose-achingly pungent card game where it's impossible to win. A real Lenny Bennett of a game.

VIRTUAL CHESS

76% — Titus ● 1/2 players ● rumble pak ● on cart ● Issue 18 ● TW

Just what your N64 has been waiting for – a chess sim...

WCW NITRO

42% — THQ ● 1-4 players ● controller pak ● Issue 27 ● JP

A third-rate conversion of an already ropey PlayStation game. Avoid like True Evil itself.

WHEEL OF FORTUNE

17% — Gametek ● 1-3 players ● rumble pak ● Issue 11 ● TW

Awful visuals, bad animation and hideous Americanisms. Worse than accidentally falling off a cliff. And surviving.

WONDER PROJECT J2

55% — Enix ● 1 player ● controller pak ● Issue 1 ● WD

Guide a robotic girl through various 'real-life' situations. Weird and very Japanese.

Club64 DIRECTORY readers top five

cut out and send

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An N64 game of your choice!

The reader with the best, and most original chart, wins an N64 game of their choice.

Send your completed form to:
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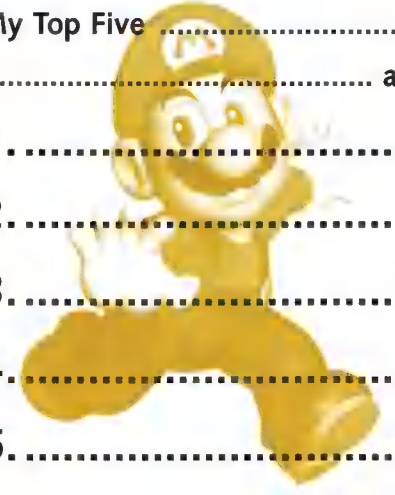
REMEMBER! Your top five can be anything: your top five favourite games, your top five favourite death scenes, your top five favourite winter games, your top five favourite racing games, *anything* at all. Be creative!

My Top Five ..... are:

1. .....
2. .....
3. .....
4. .....
5. .....



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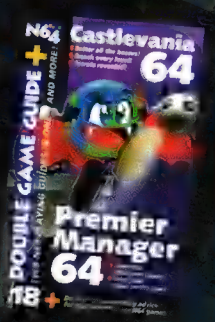

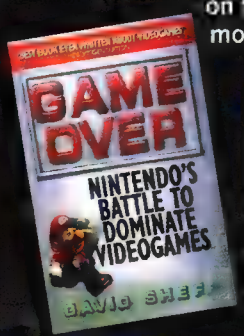

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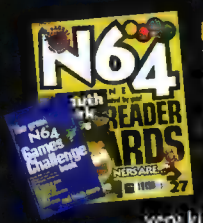
ISSUE 26
The Hybrid Heaven Edition

We finally got to discover a bit more about Konami's super-secret *Hybrid Heaven* and it looked fantastic! Plus reviews of *FIFA '99*, Nintendo's *Smash Bros* and *Castlevania*. There's also a 16-page Game Boy section packed full of reviews, previews and features. ● The Double Game Guide + concentrated on the masterpiece that is *Zelda*.



ISSUE 27
The Reader Awards Edition

You voted and we took note. The results of the 1999 **N64** Magazine are all here. There's also reviews of *Mario Party*, *Castlevania*, *WCW Nitro* and *Monaco GP*. ● Because we're very kind there are two free books with this issue. Don't miss out on guides for *South Park* and *WCW Revenge* or the Great **N64** Games Challenge book.

ISSUE 28
The Duke Nukem Edition

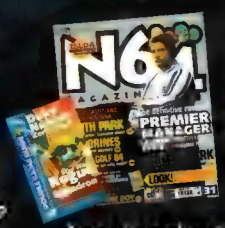
We were the first magazine in the world to review *Duke Nukem: Zero Hour*. Also inside were the first EVER pics of *Resident Evil*, *Star Wars Episode 1: Racer* and *Command and Conquer*. ● And if all that wasn't enough, we gave away another games tack FREE! Remember, you can't buy these in the shops.

ISSUE 29
The Star Wars Edition

We had the first play of *Star Wars Episode 1: Racer* plus new pics of Rare's blockbuster *Jet Force Gemini*. We also tipped *Duke Nukem: Zero Hour*, *Monaco Grand Prix* and *Castlevania*. ● The Double Game Guide + provided a complete walkthrough for *Turok 2* and extensive tips on multiplayer smash *Mario Party*.

ISSUE 30
The Perfect Dark Edition

It's going to be bigger than *GoldenEye* and we had 60 new pics and an exclusive Q&A with Rare. Plus latest news and shots on *Resident Evil 2*, *Jet Force Gemini*, *Donkey Kong 64* and *Quake II* and a huge review of the fantabulous *Star Wars Episode 1: Racer*. ● Issue 30 also came with an exclusive **N64** keyring. Don't miss out!



ISSUE 31
The Premier Manager Edition

An exclusive review of the N64's first footy management sim, plus details of two new *South Park* games, and four pages of new *Perfect Dark* shots. Latest news on *Armorines* plus six pages of tips for *Episode 1*. ● The DGG+ had a complete playing guide for *Castlevania* and tips for *Premier Manager 64*.

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That monstrously long list of names at the end of a game can reveal a lot more than you think...

Roll The Cr

Most people have one reaction when the credits begin to roll on their favourite TV programme: flick to another channel. It's the same for games – the spangly end sequence might be attention-grabbing, but no-one takes the slightest notice of the rota of words scrolling in front of it. It'd be like reading the telephone directory for pleasure.

But it's a shame those end credits are ignored, because they're often a glittering treasure trove of gaming's best-kept secrets. By uncovering teams like Rare and Nintendo as the seething mass of individuals they actually are, a whole host of interesting facts are revealed. If you want to know who the eminent Mr Miyamoto turns to time and again to bring his visions to life, or find out the guilty past of today's best developers, the credits will invariably spill the beans.

Of course, you could spend months re-completing old games in order to reach the credits, so let **N64** do the hard work for you. Here's our big guide to those big lists.

MAIN PROGRAMMING

Right at the very top of the credits you'll find the people who, between them, create the real guts of a game. They know how to coax the best from the N64, so they'll show their faces in a wide variety of titles – Nintendo's Shigeru Miyamoto brought together the talents of *Mario 64* programmer Yoshio Iwawaki and *Lylat Wars* developer Takamitsu Kuzuhara to help make *Zelda 64* a reality.

Although game sequels are often vast improvements on the originals, the programming teams are usually made to exactly the same recipe as the prequel. *Turok 2*'s gorgeous dinosaur-hunting mayhem and *Turok 1*'s slightly-less-gorgeous equivalent were both the product of Bob Cohen and his merry band, while *Extreme G* and *XG2* were designed by Ashley Bennett. Surprisingly, even flat, feeble *Quake* shared its lead programmer, Aaron Seeler, with the much-improved *Quake II*.

△ *Say hello to (and run away from) this hermic product of Bob Cohen's fertile imagination.*

LEVEL DESIGN

Scan the credits and you'll find them chock-a-block with level designers, whose job it is to conjure up a game's maps, tracks and dungeons. The bigger the game, the more level designers you can expect: *Star Wars Episode 1: Racer* and *V-Rally '99* boasted seven course designers, *Wipeout 64* required one designer for each track, while *Glover*'s more complicated 3D worlds needed eight level editors to put them together.

Mr Miyamoto only trusts a few individuals to wield Nintendo's level editing wand. Makato Miyanage designed the stages for *Mario 64*, *Mario Kart* and *Zelda*, meaning that Tick-Tock Clock, Koopa Troopa Beach and Ganon's Castle were all products of the same feverish mind. Meanwhile, Yoichi Yamada's level designs for *Mario 64* so impressed Shigsy that he was given the imposing task of designing *Zelda 64*'s entire game engine, and Naoki Mori – also a *Mario 64* and *Mario Kart* level designer – went on to conjure up *Zelda*'s epic cut scenes.

3D MODELLERS

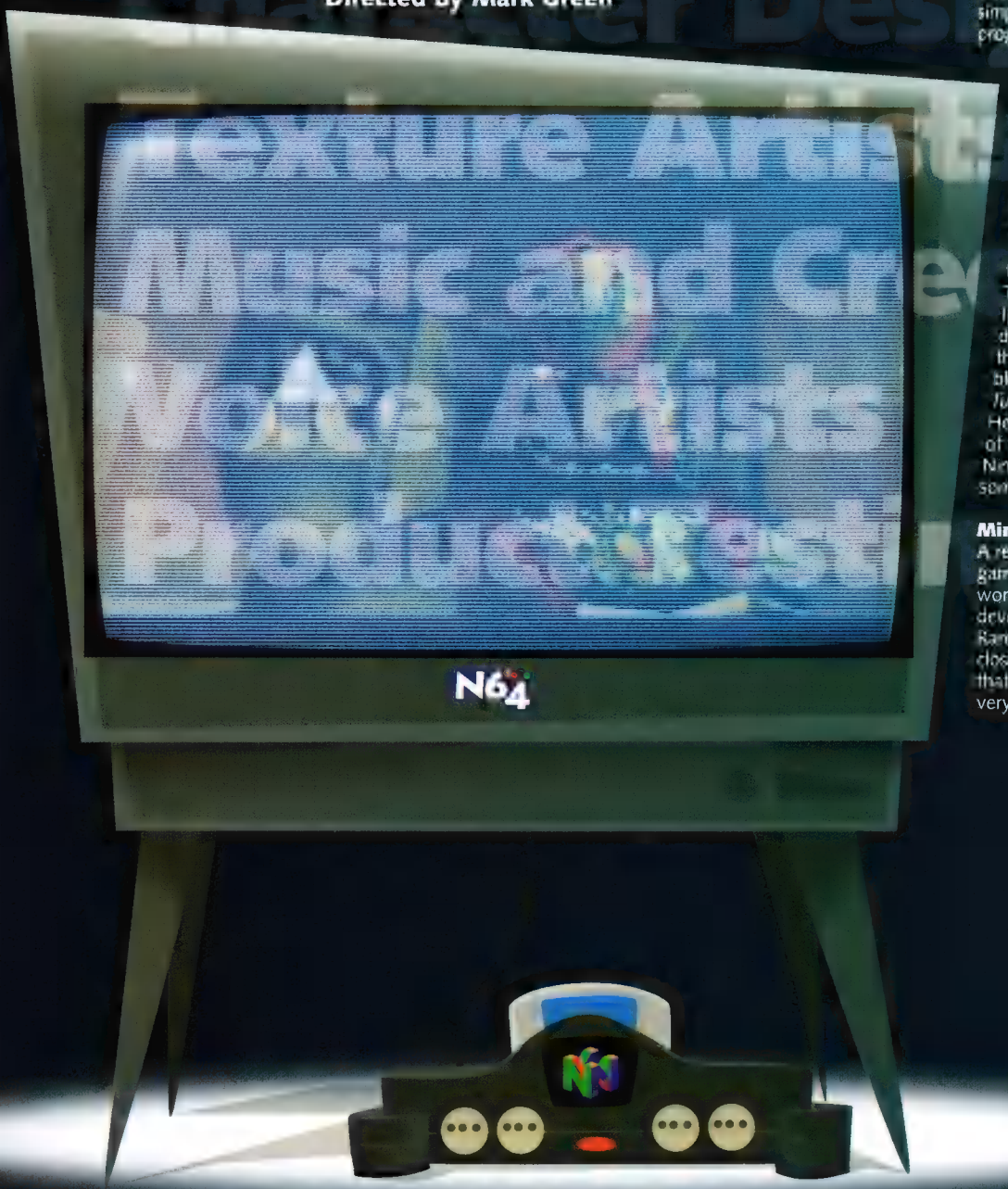
Scrolling up the screen here are the developers who mould lumps of virtual plasticine into 3D worlds, and the characters that leap around inside them. This is one of the few areas where credit is often given to individuals who don't work within the company that actually produced the game – largely thanks to Nintendo's habit of dragging old characters from their graves, dusting them down, and using them in their new games.

So, Rare's David Wise, who designed the 3D model for the new-look *Donkey Kong*, is tucked away in the end credits of both *Mario Kart 64* and *Mario Party*, thanks to the lolloping ape's appearance in both. DK also crops up in *Smash Bros*, along with namechecks for Shigeru Miyamoto (designer of *Metroid*) and Game Freak (inventor of Pikachu, everyone's favourite Pocket Monster).

△ *Everyone's favourite ape – he's almost 20 years old and you know.*

edits

Directed by Mark Green



The big boys

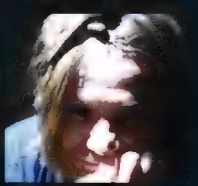
Shigeru Miyamoto

The producer and director of a plethora of Nintendo games, including *Wave Race*, *Lylat Wars*, *Mario 64* and *Zelda*. Underneath that comedy haircut is a brain that knows exactly what makes a world-beating game. As we've shown, he's got huge, talented teams working with him, but without his vision they'd be floundering like fish on a beach.

Chris & Tim Stamper

These two usually get a simple 'Thanks' from Rare's programming teams, disguising the huge BAFTA-winning role they play. Effectively, they're the Miyamotos of Rare, sharing a vision of great gaming that stretches back to their days designing stunning Spectrum titles. We've got these boys to thank for such delights as *GoldenEye*, *Banjo-Kazooie* and *Diddy Kong Racing*.

David Dienstbier



The Creative Director at Iguana is responsible for dragging Acclaim out of the gutter with blockbusters like *Turok*, *Turok 2* and *South Park*. He's got an understanding of the hardware that's equalled only by Rare and Nintendo themselves, and has helped to provide some much-needed gore on the N64.

Minoru Arakawa

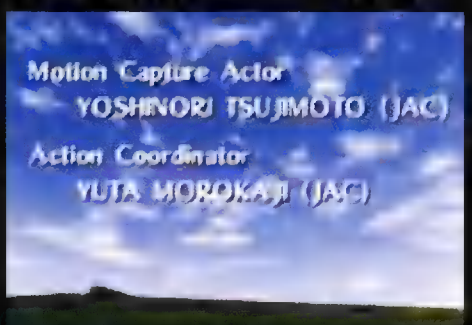
A regular at Nintendo since they first entered the games business, the mysterious Mr Arakawa works as an advisor to the bigger Nintendo developers, including Rare, Acclaim and Factor 5. Rare, especially, always thank him in their game's closing credits, as it's his advice and assistance that helps make that special Twycross magic so very sparkly.

3D ANIMATORS

Coming just under 3D Modellers in the developers' pecking order are the animators, whose task it is to give life to static 3D models, making them run, jump, roll or slide. Interestingly, *Zelda 64*'s credits reveal that Link's movements were based on Yoshinari Tsujimoto from the Japan Action Club – a martial arts school which has provided stuntmen for countless movies and launched several film careers.

Takumi Kawagoe is the man behind this kind of cinematic drama.

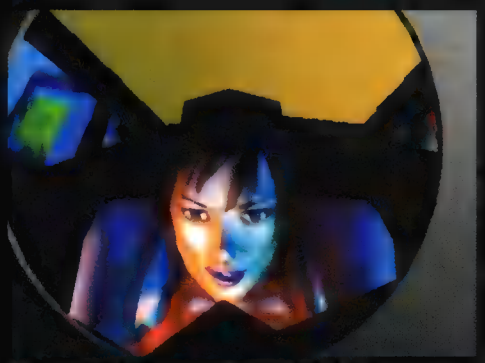
As well as utilising the JAC's talents, Miyamoto chose Yoshiaki Koizumi and Yoshiki Haruhana to animate *Zelda*'s characters – they'd previously breathed life into the cartoony stars of *Mario 64* and *Lylat Wars*.



The JAC here stands for 'Japan Action Club' – the people who made Link move convincingly.

Both *Zelda* and *Mario* featured their own dedicated 'camera programmers' – which could explain why they're the only two N64 games where the camera isn't toe-curlingly inadequate. Miyamoto must have been particularly enamoured of *Mario 64*'s near-perfect camera – Takumi Kawagoe, the man responsible for Lakitu's movement, went on to create the sweeping pans and zooms of *Zelda*'s majestic cut scenes.

CHARACTER DESIGN



This horribly stunted gremlin lady from XG2 later went on to front Scottish popsters Texas.

Before the 3D models can be built or animated, someone needs to put pencil to paper and sketch a rough idea of what they should look like. John Taylor took the bike design honours in *Extreme G*, but by *XG2* it had become an outside job – two bikes were designed by competition winners Daniel Hoppe and Bill Porter. And, talking of *XG2*'s design, Matt Cooling is to blame for the disturbing gremlin lady in the game's intro. Odd that we haven't heard from him since...

If we've read the credits right, Kevin Bayliss was responsible for Timber the Tiger's disturbingly large eyes in *Diddy Kong Racing*, yet a quick glance at his character designs in the earlier *Killer Instinct Gold* doesn't hint at his burgeoning love of massive peepers. Meanwhile, over at Nintendo, a job on *Mario 64* was again a ticket to even greater things – Satoru Takizowa began by animating everyone's favourite plumber in *Mario 64*, then designed the graphics in *Lylat Wars*, before going on to help put Link's elfin form together in *Zelda 64*.

TEXTURE ARTISTS

A quick shufty at the credits of most games shows that the term 'Texture Artist' is falling out of fashion – the task of creating 'skin' to wrap around colourless buildings, bodies and faces is now part of the general artist's job description. Still, *Glover* seems to defy the trend – a staggering nine people spent their days painting the textures that make up the glove's colourful world.

Glover's levels took almost as many people to create as [illegible] magazine.

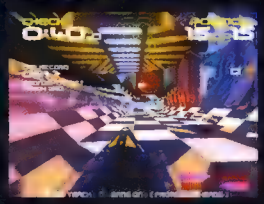
Interestingly, the man responsible for Mario's chubby face in *Super Mario 64* was Giles Goddard – the only non-Japanese programmer at Nintendo, and one of the main brains behind *1080° Snowboarding*. And, while we're on the subject of the team behind *1080°*, it's worth glancing way back at N64/2, where we noticed that the tunnel in *Wave Race*'s Port Blue course shared a wall texture with the basement in *Super Mario 64* – could that be Mr Goddard cutting corners?

Take a close look at that wall and compare it to the texture in Mario 64's basement. Cheat!

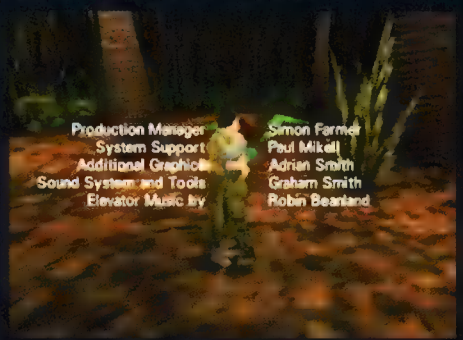
MUSIC AND CREDITS

Zelda 64 was one of the first games to kick its musician near the top of the credits list, and rightfully so – try turning the volume down on *Zelda* or *Quake II* and see how much fun you have. Koji Kondo is arguably the best-known musician – you'll find his name in the credits of *Mario 64*, *Zelda*, *Starfox 64*, as well as most of the older *Mario* games.

In fact, most development teams re-use the same sound artists, as it saves them the job of repeatedly explaining what kind of music they're looking for – Acclaim's Darren Mitchell pops up as the musician for *Turok*, *Turok 2* and *South Park*, and Hideaki Shimitzu has bashed out the sound effects for most of Nintendo's biggies.



It's obvious from credit scanning that professional musicians are becoming more popular. *V-Rally* credits music outfit 'Rhapsody', *Vigilante 8* uses 'StrayLight', and *Wipeout* is full of established bands like Fluke and The Propellerheads. It's not all fame and fortune, though – Robin Beanland was responsible for *Killer Instinct Gold*'s music and sound effects, but, come *GoldenEye*, only managed to squeeze his cheesy elevator music into the game.



△ *Robin Beanland – head musician one moment, elevator muzak programmer the next.*

VOICE ARTISTS

△ *She's been promoted from regular kidnappee to golf pro, but her voice hasn't changed a bit.*

Sitting in front of a microphone, reading from a script and yelling phrases like "It's-a me, Mario!", are the voice artists. In fact, it's the tones of Mr Charles Martinet that you hear every time Mario opens his mouth – he's roped in whenever the portly plumber needs to speak. Similarly, Leslie Swan is *always* Peach – although she turned up as 'Screen Text Writer' in the original *Mario*, suggesting she got the voice job simply by being in the right place at the right time.

David Dienstbier obviously couldn't keep his mouth shut as *Turok 2*'s main programmer, as he also crops up as the voice of Oblivion. Meanwhile, it's a family affair at Rare, where K and S Stamper supplied the children's singing and chuckling in *Diddy Kong Racing* (they're likely to be the kids of head honchos Chris and Tim Stamper). For *Wipeout 64*, an old-skool Commodore Amiga 1200 with built-in speech synthesis ability spat out the game's robotic voices.

△ *Remember the children singing in Diddy Kong Racing? These nippers were responsible.*

PRODUCT TESTING

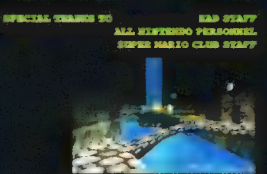
This is the name for the kids who sit around playing the games to make sure they work. Again, developers often take an early version home to their families – Stephen Stamper, a relation of the Stamper brothers, tested *GoldenEye* for his folks.

This is the place where you'll see 'Super Mario Club' crop up time and again – that's Nintendo's huge in-house team of testers. But quantity of testers isn't necessarily quality – the woeful *Gex 3D* had 17 people who didn't notice the sheer rubbishness of the game they were playing.

Keep an eye out, too, for Technical Assistants, the folk who know the N64 inside out and stick their oar in when the main coders hit rocky waters. SGI took this role for early games like *Mario 64*, then passed the baton to Takao Sawano. He helped iron out problems for *Mario Kart 64*'s programmers. Elsewhere, *Lylat Wars* technical brilliance called on the expertise of an astonishing 12 Technical Assistants.

△ *GoldenEye's seminally-cruel action was tested by Rare's nearest and dearest.*

Super Mario Club got to test all Nintendo's games, the lucky sods/ers. ▷



Would you credit it?

A few of the less serious credits we found lurking in games.

Legend of Zelda 64

Schedule Management: Yoshitaka Nishikawa

With *Zelda* taking over three delay-stricken years to finally arrive in the shops, Mr Nishikawa's schedules were obviously a little flawed.

Glover

One Line Of Code: Richard Albon, Tashir Rashid

We're not sure exactly which parts of the game Richard and Tashir worked on, but they obviously didn't spend very much time doing it.

South Park

Special Thanks To: Erica Dery (Chef's Ho'), Mungo The Mould

According to the developers, then, a patch of green bacteria helped with South Park. He must have been a 'fungi' to work with. Ha!

Gex 3D

Testers: Casey "Where is he?" Craig, Tony "The Tiger" Townsend.

Enter The Gecko's credits are just as side-splittingly hilarious as the game itself. In other words, not at all.

Diddy Kong Racing

Special Thanks: Armond Williams Jnr, Erich Waas, Rich Richardson.

We just thought these names were incredibly funny. Especially Erich Waas. Sorry about that, Erich.

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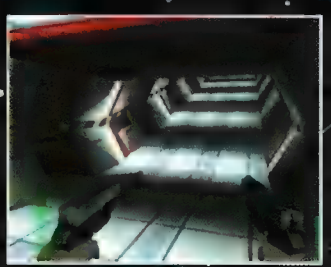

With *GoldenEye*'s sequel rapidly coming along, N64 exclusively unveils more of the game's astonishing features – plus, of course, even more new shots!

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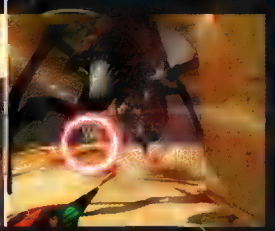

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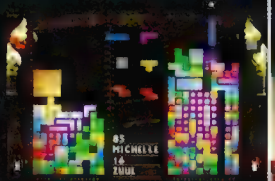

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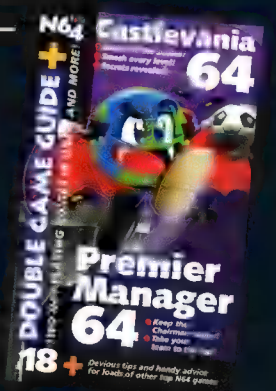

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Wish you were here...

A personal journey into the world of exceptional N64 games that have passed without so much as a whimper. This month, the wonderful...

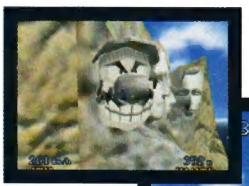
Pilotwings

with Tim Weaver

***Pilotwings* was the first game I ever reviewed for N64, two-and-a-half years ago. Sitting amongst boxes full of office kit, scattered bits of paper with magazine ideas scribbled on them, and discarded**

memory cards, playing it provided some unlikely peace amid the chaos of an office move. Thirty months on, and it's still exceptional.

It's hard to explain exactly how *Pilotwings* can *possibly* be good, though. When you tell someone it's got hang-gliding in it, the reaction tends to be less a frenzied nod of agreement and more a wide-eyed look of disbelief and fear. Plainly, anyone who can eek out anything approaching enjoyment from jumping around a cityscape in springy boots must be a bit, you know, *odd*. But, play *Pilotwings* just *once*, and you'll immediately begin to understand.



Created in conjunction with American flight specialists Paradigm (who, among other things, put together training programmes for the US Air Force), *Pilotwings 64* was a stunner to look at. Four 'maps', each effectively a world in its own right, and each full of gorgeous scenery (still very, *very* impressive, even as we look back with misty eyes). Add secret coves, canny sub-levels and brilliantly original touches like the shambling metal man who you had to take down in your gyrocopter, and you had a game that defied description, but which kept you constantly enthralled.

There was no real *plot* to speak of (well, there was *no* plot at all), and you weren't even required to do anything in any particular order. But, like its SNES predecessor, *Pilotwings* was more of a competition, based around your abilities to garner licences, with set objectives and the individual characteristics of your vehicle being the only things that stood between you and gold medals across the board. Nintendo being Nintendo, though, ensured Paradigm's stunning achievements didn't turn out to be *just* a flight sim.

Typically wonderful Nintendo moments were sprinkled liberally: swooping through a miniature Central Park; changing Mario's Mount Rushmore-carved face into arch-rival Wario; burning your behind on the smoke from the factories on Everfrost Island; guessing the right trajectory using the fabulous human cannonball; the

mysterious relaxation of just *being* the Birdman; and, most of all, the wonderful, never-ever-matched feeling of flight – made even *more* sublime by the analogue stick.

Because so few people actually bought *Pilotwings*, those who did tend to feel like they're part of a club, still worshipping it even now. Those who didn't fancy it, can only look on and wonder why. But, give it a chance and you'll realise there's no inside joke, just a majestic N64 game.

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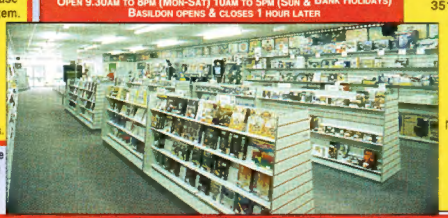

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32 SEPTEMBER 1999

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